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ELECTRONIC GAMING MONTHLY

The Hottest New Games

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Dark Legends
Clockwork Knight
Panzer Dragon

The Legend of Kain
3D Baseball 95
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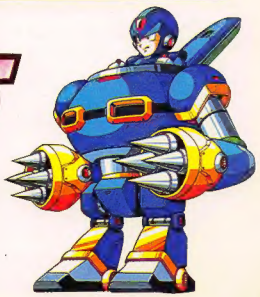
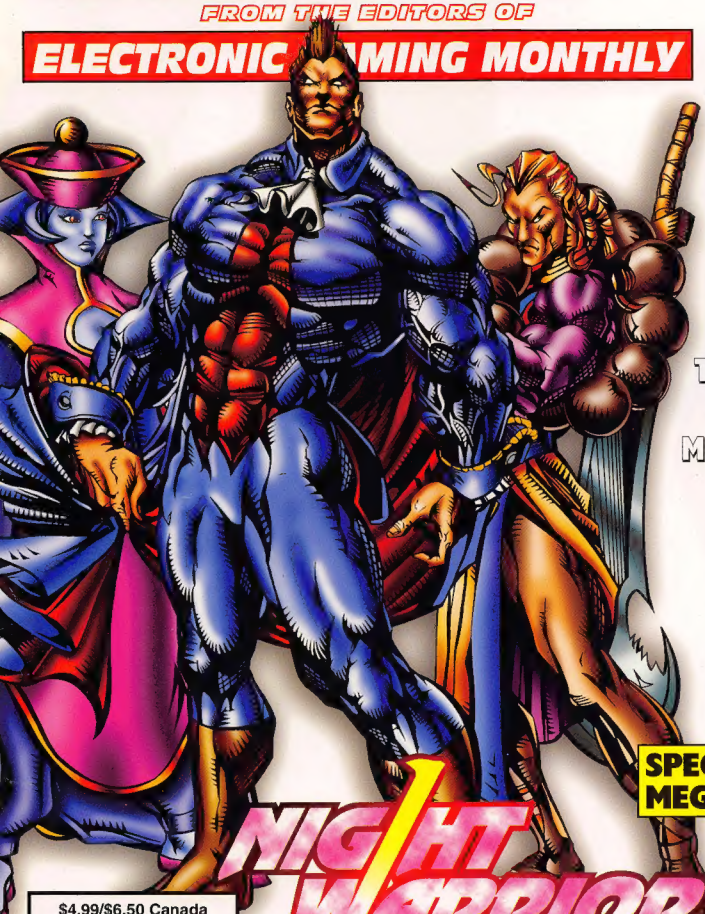
SPECIAL STRATEGY: MEGA MAN X2





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DARKSTALKERS' REVENGE

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Volume 1, Issue 10
0 70992 37369 7 04
Display until May 16, 1995

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INSERT COIN

32-BIT MACHINES ... ARE THEY READY FOR *US*?

About the only thing that people want to talk about these days are the various new game systems. Nobody seems to want to talk about the existing 16-Bit platforms. On the 'net, the hot topic is a variation of the Saturn vs. PS-X vs. Ultra 64. The discussion is either the price, the launch date or the games. It's not just the public either. On a recent trip to California, all the companies wanted to talk about were their new 32-Bit games. The success or failure of the whole game industry is riding on these new platforms.

But are the machines ready for us? There were problems in Japan with the first run of the new systems (overheating and skipping) but apparently these early bugs have been worked out. Most of the first batch of games were designed for the Japanese market, so it is highly unlikely that we will see many of them over here. However, unlike previous new system launches, there won't be a shortage of games to play. Both Sony and Sega have more licensees than they want, and there could be up to 50 games out by the end of the year. Granted many, if not most of these games won't be A-rated titles, but whether they are computer ports or quickly produced action games, there will be a lot to choose from. The majors like Daytona USA and Mortal Kombat III will carry the industry, and 32-Bit will probably become another household word this Christmas.

That is, assuming the price of the system is low enough to get players to upgrade. It is true that games on disc are a very attractive proposition to the software companies (low cost to make and no inventory problems), but if the systems cost $400 the only games that will be selling this Christmas will be from the bargain bins, which will be full of overproduced old 16-Bit games.

The systems and games may be ready, but it's pricing that is the dilemma that Sony and Sega are currently facing. Do they come close to breaking even with a $400 tag, or do they try the old "razor-razor blade" approach that Atari is using and blow their systems out the door with a $299 price. Sony's choice is easier as they don't have any other products. Sega has their $200 Neptune to worry about. Price the Saturn too low and bye-bye Neptune.

Then there is the problem of what to include with the system. With the hardware already losing money for the companies, what gets packed in? A game would be nice but not for $299. Coupons, like the 32X? Or no pack-in, like they do in Japan?

Expect some of these decisions to go unresolved until the very last minute. Not only is the future of the game industry hanging on some of these choices but there is also the psychological problem of who does what and when? In Japan, Sony let Sega announce first and then they underpriced them. It didn't make any difference in sales there, but a $50 difference in system price is major here!

Then there is the wild card—Nintendo. They can undercut Sega and Sony on the price but they do have hurdles to overcome. The main problem is the cartridge format. Many companies took a bath last holiday season, and quite a few key people lost their jobs by overproducing their supposedly 'AA' games that are still sitting in warehouses. Few companies want to go through this again in 1995, so Nintendo is hurting for licensees ... and games. Throw in the uncertainty of chip prices, the length of time to program games and competing with Nintendo itself on the store shelves and it's no wonder that few companies are tripping over their own feet while hurrying up to sign with Nintendo.

Who's going to win? It's real tough to tell when the players haven't officially announced their product yet! Stay tuned.

Ed Semrad
Editor

EGM!²

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April, 1995

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MK3. The Arcade Game. 04.15.1995.AD.

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EGM²

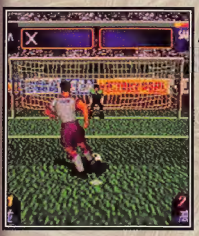
APRIL/ 1995 / VOLUME 1 / ISSUE 10 / NUMBER 10

SF: FROM THE SILVER SCREEN BACK TO THE ARCADE SCENE! 86

Whether you saw it at the movies or not, be prepared to play SF at the arcades. With digitized shots of the actors, you can fight as Jean-Claude Van Damme (Guile). It might not be SF3, but this game has new moves and neat graphics!

92 THE NIGHT WARRIORS RETURN FOR ANOTHER BOUT!

Prepare for the next fight! The Night Warriors return to battle in Darkstalkers' Revenge. Improved graphics, new characters and better moves highlight this mega-hot game soon to be exploding onto the arcade scene!



EGM² TEASES SOON-TO-BE SEGA SATURN OWNERS! 94

With the anticipation growing for the release of the Sega Saturn, *EGM²* tantalizes players with pictures of the games that will be released alongside the new system. Virtua Fighter, Virtua Soccer and Panzer Dragon will delight Saturn lovers!

98 PART TWO OF THE MEGA MAN X² GUIDE COMES YOUR WAY!

If you didn't get enough of Mega Man X² last issue, we continue the in-depth coverage with Part Two of the strategy guide. Learn the locations of more life bars, secret power-ups and other goodies, like how defeat those pesky Bosses.

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INTERNATIONAL FACT FILES
Don't be a fool this April. Get all the info on the hot games coming from the Land of the Rising Sun such as Alien Soldier, Super Robot War IV, Kileak: The Blood and Lady Stalker!
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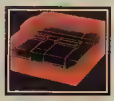

SUPER NES TIMES
Isn't it a shame that there won't be any Super NES games this issue? APRIL FOOL's. Of course there will be hot Super NES games inside *EGM²* such as Horde, Prehistorik Man, Boogerman and Road Runner 2.
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Set a trap in the 32X version of Night Trap.
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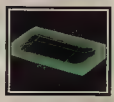

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THEY'RE HERE
NOW GET OUTTA THEIR WAY

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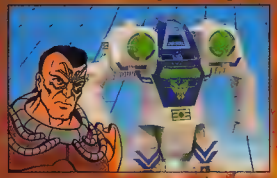
Nicolai Malthus piloting Toad



Pytor in Hunchback

Zack Hawkins in Mauler

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INTERFACE
LETTERS TO THE EDITOR

This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll wad it up and hurl (the paper, not us). Remember that anything you write and send to us can be used in the mag, whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. If you think we're going to answer every letter that comes to our mailbox, then you *must* be nuts...

SEND YOUR LETTERS TO...
Interface, Letters to the Editor,
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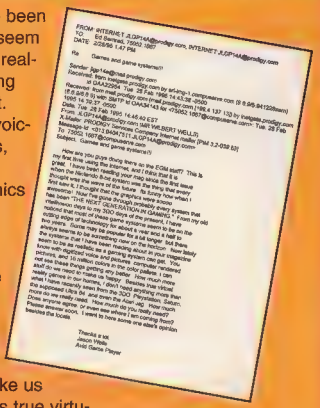
LETTER OF THE MONTH!

HOW MUCH IS TOO MUCH?

I have been reading your mag (*EGM*) since the first issue when the Nintendo 8-Bit system was the thing everyone thought was the wave of the future. It's funny how when I first saw it, I thought the graphics were sooo awesome! Now I've gone through probably every system that has been the next-generation in gaming. From my old Intellivision days to my 3DO days of the present, I have noticed most of these systems seem to be on the cutting edge of technology for only about a year and a half to two years. Some may be popular for a bit longer, but there always seems to be something new on the horizon. Lately the systems I have been reading about seem to be about as realistic as a gaming system can get. With digitized voices and pictures, computer-rendered graphics and 16 million colors in the color palette, I can't see these things getting any better. How much more stuff do we need to make us happy? Besides true virtual reality games in our homes, I don't really need anything more than what I have seen from the 3DO, PlayStation, Saturn, the supposed Ultra 64 and even the Atari Jaguar.



Jason Wells
JLGP14A@prodigy.com

(Ed. To answer your question, "How much more stuff do we need to make us happy?" Well, I think we will never be really *happy. It's like you said, when you first saw the NES, you thought that it was great, but I'll bet that you rarely use it now.)*

WHO'S THE BEST??

Everybody is arguing over who is the best fighting game character overall. From Scorpion to Ryu to Haomaru, but everyone seems to forget the best warrior ever ... Mr. Happy! Yes, Mr. Happy. If you play an old Super NES game called Street Combat by Irem, you can put in a special code that will enable you to play as Mr. Happy. He kicks everybody's butt, is so short almost nothing can hit him and comes in two varieties (with or without a stick). In a multicompany version of King of Fighters, he would be his own team.

Ryan Vazquez
Portland, OR

(Ed. Oooooh, you're a sick puppy! For those of you unfamiliar with Irem's game, Street Combat, here's a little history: Street Combat was originally Ranma 1/2 the way-cool fighting game from Japan. When Irem bought the game then ported it over to the States, something was ... er ... lost in the translation—namely the game play, the characters, the sounds and the backgrounds. Oops! That's just about it. Irem is gone, but this horrible game lives on [at flea markets, trade shows and closets].)

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The best letter submitted each month will win his/her choice of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System.

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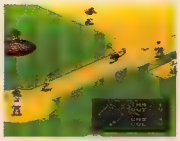

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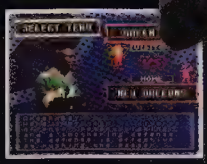

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POOR UK MARKETING?

First, I'd like to say what a good magazine you have. I picked it up for the first time recently, and I really enjoyed it. Second, I would like to know if Atari knows how poorly Atari UK is marketing the Jaguar in Britain. Actually, they don't appear to be wanting to sell the thing at all. There wasn't a single television advertisement over Christmas (when you would expect some), and there have been very few magazine ads. Atari UK also refused to loan a Jaguar to a television company that wanted to review Jaguar games. They were told to go to a shop and buy one as well as any games that they wanted to review. Sega, on the other hand, is still advertising in everything, even the cinema!

Noel Wallace
Carluke, Scotland

SPEED KILLS

I have two questions: First, I've been hearing how the Ultra 64 is going to be millions of times faster than a CD-ROM. How can this be? Second, I've been looking at the pictures of the Sega Saturn, and I would like to know if that box in the middle is a CD player.

Tyron Foster
Park Forest, IL

(Ed. We'll take the second question first: Yes, the "box" that you're referring to is for CD-ROM games. Your second question is going to be tricky. I think that you may have taken the statement you heard out of context. The Ultra 64 will be able to access data more quickly than a CD-ROM unit because it will have no CD to access in order to load a game. The game information will be stored on chips, not on a CD. Whether you will see a difference while playing the games is yet to be seen.)

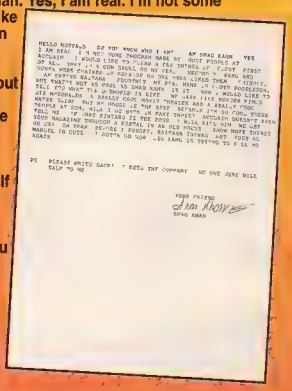
ASCII LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to *Newsweek*. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition *EGM* T-shirt proclaiming your fondness of and psychosis to video games!

Hello mortals. Do you know who I am? I am Shao Khan. Yes, I am real. I'm not some program made by those people at Acclaim. I would like to clear a few things up. First, that is a cow's skull on my head. Second, Kano and Sonya were chained up because no one here liked them. Third, I *am* dating Kitana. Fourth, my name is really Floyd Poodleson, but that's not as cool as Shao Khan, is it? Now I would like to tell you what the Outworld is like. We have five Burger Kings, six McDonalds, a cool movie theater and a really cool water slide. But my house is the best, because I'm so cool here. People at *EGM*, will I be back in part three? Acclaim doesn't even tell me. If that Kintaro is the Boss, I will kill him. We get your magazine through a portal in an old house. Show more things on us! Oh yeah, before I forget, Kitana thinks that your A! Manuel is cute. I gotta go now: Liu Kang is trying to kill me again.

P.S. Please write back! I need the company. No one here will talk to me.

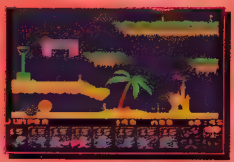
Your Friend,
Shao Khan


HELLO MORTALS. DO YOU KNOW WHO I AM?
I AM REAL. I'M NOT SOME PROGRAM MADE BY
SONYA WERE CHAINED UP BECAUSE NO ONE
AM DATING KITANA. FOURTHLY, MY NAME
BUT THAT'S NOT AS COOL AS SHAO KAHN, IS
TELL YOU WHAT THE OUTWORLD IS LIKE. WE
BURGER KINGS, SIX MCDONALDS, A COOL
WATER SLIDE. BUT MY HOUSE IS THE BEST,
PEOPLE AT EGM, WILL I BE BACK IN PART
TELL ME. IF THAT KINTARO IS THE BOSS, I
YOUR MAGAZINE THROUGH A PORTAL IN AN
ON US! OH YEAH, BEFORE I FORGET, KITANA
MANUEL IS CUTE. I GOTTA GO NOW. LIU
AGAIN.
PS PLEASE WRITE BACK! I NEED THE COMPANY. NO ONE HERE WILL
TALK TO ME.
YOUR FRIEND
SHAO KHAN

Thank you for clearing up those issues Mr. Khan. It's good to know that even someone who walks around with the skull of a farm animal on his head has a sensitive side. It just goes to show that you can rule the Outworld and still be attractively vulnerable. Anyway, an *EGM* tee is on the way to Shao Khan from King City, CA.

LOST VIKINGS LIVE!

While going through some old Super NES games I

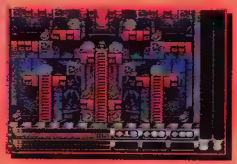


Lemmings 2 by Psygnosis is a great puzzle game!

encountered an exceptionally good one: The Lost Vikings. This is one of the best puzzle games I have ever played, not only because it is very funny, but also because it is very challenging and offers exceptional game play. At the end of the game, they tell you of plans to make Lost Vikings II. I have neither seen nor heard of this game. I would like very much to see a sequel to this game and would really appreciate any information you could give me.

Maitiu OhEigeartaigh
Boston, MA

(Ed. Sorry, Maitiu, there is no sequel to The Lost Vikings. As far as we know, there are no plans for another. If you're into puzzle games you can give Troddlers or Lemmings a try. Puzzle games like The Lost Vikings have been kind of rare lately!)



Troddlers by Seika is another cool puzzler.

MORE CHARACTERS?

I am a Samurai Shodown II nut. I have asked my friends and fellow players if there is an additional fighter that they know of besides Kuruko the referee. I have reached Kuruko and was quickly destroyed. Months have gone by with no additional information on other hidden characters. Are there any more?

Abraham Lansberg
Temple, TX

(Ed. Sorry, amigo! There are no more hidden characters.)

As far as we know, Kuruko is the only hidden fighter.

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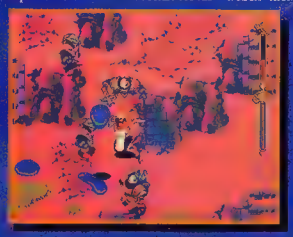
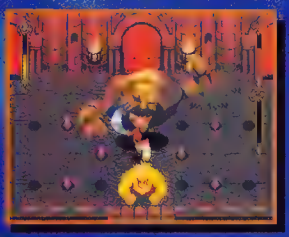


[illegible]! You'll need more than sticks and stones to battle the Rock Boss. Count on the four Wild Spirits to back you up – especially the superhot Efreet the Fire Spirit!



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INTERFACE
LETTERS TO THE EDITOR

IS IT A RUMOR?

I've often wondered where you guys get all of your information. How do you do it? How do you tell a rumor from a real piece of information? You must sometimes go crazy hearing all of the gossip that goes around. Some of it is rather strange. What is the weirdest thing that you've ever heard?

Jon Angel
DeKalb, IL

(Ed. Those are all good questions, Jon! First of all, we have many sources for our information. We have sources in Japan, all over the continental U.S. and even Europe! Many of our sources work within the gaming industry. It's like a network set up in order to give you all of the latest information as soon as it's available. As far as knowing what's a rumor and what's not: We have to check everything for ourselves before we believe it. Believe me, the video game industry is a real "rumor mill." There are probably more rumors circulating about video games than just about anything else. With the growing popularity of the Internet, rumors have begun to get completely out of control. Many of the things that are posted on the Net are completely false, and they spread like wildfire! Some of the more famous [infamous?] rumors that we've heard over the years are the nudalities in MK2, the existence of Street Fighter III and the Boss code for the first Street Fighter II for the Super NES. As you've probably noticed, the more popular the game, the more rumors you'll hear. You really have to take everything you hear with a grain of salt.)

CONTROLLER QUESTIONS

Out of all of the new next-generation systems, especially the PlayStation and the Saturn, which has the best controllers? A lot of people take controllers for granted, but many people get very uncomfortable after holding a controller for hours on end. My personal favorites are the Super NES and Jaguar controllers. I think both of them are pretty comfortable, and they don't make your hands hurt.

Joseph Antolli
New York, NY

(Ed. Right now, I would have to say that the best controller for the new systems would definitely be for the PlayStation. It has a very ergonomical shape that fits your hand well and wouldn't really bother you even if you had really big hands. There are a lot of buttons on it, but they are very well placed. Once you get the feel for it, it's great! Our only quibble with the PlayStation controller is that the cord is way too short! This may be fixed on the American units. [Have you ever used a Super Famicom controller from Japan? Same problem.] The Saturn's controller is nice, too! It's a weird combination of a Genesis controller and a Super NES controller. The Saturn controller, unlike that for the Genesis, has a more solid feel to it. It should provide for hours of comfortable game play.)

The PlayStation's controller is among the best we've seen.

WHERE ARE ALL OF THE ROOKIES?

I want to tell you that NBA Live '95 for the Genesis really gets me mad because it doesn't have rookies. I mean, it's not supposed to, so why does it have Wesley Person, Eddie Jones and not Jason Kidd and Grant Hill? The game is okay, but if they put in two rookies, why not put in all of them? I think this is really weird. C'mon, if you're gonna do it, do it right!

Ebelio Perez
Queens, NY

USED GAMES

Recently, I wandered into a store that sells used video games. They had everything from Super NES to Genesis to NES. I was wondering, is it "safe" to purchase used video games? The prices were really good, and they even came with the instruction books. I guess the only problem with buying these games is if something goes wrong, you can't take the game back. Do you think that we will see more of these types of places in the future because of the rising prices of the games and hardware?

Jerry Krauss
Lexington, VA

(Ed. Used games are usually okay to buy. See if you can try them out before you buy them. Usually, they either work or they don't! Places like Funcoland sell used games at reasonable prices. They even give a 90-day guarantee on their games, and a one-year guarantee if you buy a cleaner! There are other stores that sell used games as well. Some Blockbuster locations are beginning to sell some of their used Super NES, Genesis and Sega CD games. I imagine those games have really been through a lot! Yes, I do see the trend for used games continuing. With the new systems coming out, there will be a demand on store shelves for more space. Many of the older Super NES and Genesis titles will be sold at greatly reduced prices [anywhere in the $20-40 range]. This will be an opportune time to stock up on some of the older games you always wanted to add to your collection. We have begun to see this happening, just like it did a few years ago with the Turbo and the NES, even now in the Chicago area.)

WHAT IF!

Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

...Sonic got hungry and had himself a Knuckle sandwich?
...Sega's new system was named Bob instead of Saturn?
Lawrence Thompson, Fort Benning, GA

...Barney got rabies and became a cannibalistic dinosaur?
...the Care Bears were Bosses in MK3?
...the "early bird" got the Earthworm Jim?
Joe Rowland, Anderson, SC

...Nintendo started a pizza chain with Mario as the headliner?
...Sega did not like the "Next Level" and they used Trickman's code to skip it?
...EA listened to their own boasting about "It's in the game," took a look at NHL '95 and decided "Well, maybe it's not?"
Chuck Mullen, Munhall, PA

...Donkey Kong climbed the Empire State Building?
...a video game movie was actually successful.
...Sonic tripped and stubbed his toe?
...Earthworm Jim went fishing?
Christie Majors San Diego, CA

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Surfin the Net

TOH SHIN DEN

I recently went to an anime convention called Katsucon in Virginia Beach, VA. In the game room of the convention, they had the Sony PlayStation and a copy of

U.S. Toh Shin Den should be the same as the Japanese one.

Toh Shin Den. I must have stayed in that room for four hours playing the game. I would like to know if the American version of Toh Shin Den is going to be the same as the Japanese version.

Cyrus Brooks
via the Internet

(Ed. As far as we know, the American version of Toh Shin Den is going to be the same as the Japanese version. There may be slight changes in the translation, but nothing too severe.)

WHAT'S GOING ON HERE?

I'm in the game biz from the retail end. We've seen some trends that I would like your opinion on. This Christmas was very poor. We keep up on the latest trends and take chances on new products, but the public seems to be losing interest. The only people left seem to be the hard core gamers like us. My guess is that the kids must be bored, jaded or both. A year ago, we would often buy two to six copies of each game. MK held on at 10 for each format. MK II eked by on four copies each. I've talked to other stores that are all having the same problem. I know managers at retail biggies like Electronic Boutique and Babbages. They have adjusted the amount of games they buy as well. Many titles have been dropped from retail lists, because the demand is so low. What do you make of this? Is this a sign of the times? PC CD-ROM is doing better than game systems in Minnesota. I would really like to hear your opinions.

Chuck Smith
via the Internet

(Ed. You're not alone, Chuck. It seems that a lot of the retailers we've talked to have the same concerns you do. Times are kind of weird right now with all of the new technology that is on the horizon. However, there seems to be a little more going on than simply a changing of the technological guard. As the player base continues to age, a good portion of the older players may either lose interest in playing games or move on to other activities. This kind of "customer fall-off" is to be expected in an industry like ours. As far as the younger gamers [those of us who have actually grown-up with the NES, Genesis and the Super NES], it seems that some of them have gotten jaded [for lack of a better term]. Put another way, these kids have been weaned on video games for so long, that many have just flat-out lost interest. No matter where the technology goes, it will be hard to recover this portion of your customer base. With the advent of CD-ROM computer games, the Internet and other new "toys," there are more and more things to divert attention away from video games. On the up side, as I've said before, we are all teetering on the brink of a new age in home video gaming. For the first time in a LONG time, players will have the ability to play arcade-quality games in the privacy of their own homes! This may be the shot in the arm the industry has been looking for during the past few months. Granted there will be pitfalls: System prices will have just about doubled, there will probably be in most cases, fewer games for these systems [for a little while] than we've been used to and most gamers will, at one point, have to make the big crossover into these next-generation systems. All in all, the future does look bright for the industry, if retailers play their cards right. I would definitely hate to be a retailer right now though! Hang in there, Chuck, things will probably get better in the near future!)

WE'RE HAVIN' A BLOCK PARTY!!

I was recently at Euro Disney and I noticed something interesting—little cards similar to credit cards are used all over France, for everything from public telephones to arcade games! For example, you pay the operator a certain amount and you get a card with say, 10 credits on it. Do they plan to test this method of payment over here?

David Murphy
via America Online

(Yup. As a matter of fact, the folks at everyone's favorite corporate monster, Blockbuster Entertainment Group, is planning on opening up a bunch of "mega-arcades" called Block Party. Cute name, huh? Essentially, Block Party will be an arcade for adults as well as kids. Each of them will

be quite enormous, anywhere from 25,000 to 40,000 square feet. Instead of tokens or quarters, you will be able to purchase these debit cards called "Fun Cards." Aside from your typical assortment of arcade games, Block Party will also have virtual reality-like exhibits as well as shops and restaurants. Two were scheduled to be open by now, one in Albuquerque last December and one in Indianapolis last January. Surprisingly, we haven't heard that much about these "mega-fun centers." The whole debit card idea is nice. Unfortunately, it is only nice until you get the bill!)

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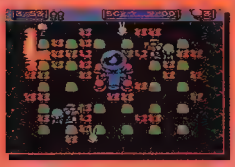
BOMBERMAN BLITZED

I am a big fan of Bomberman and its many sequels, especially Super Bomberman for the Super NES. It is, in fact, an instant party maker with its easy controls and addictive quality. A few months ago, I saw an overseas report on Super Bomberman 3 for the Super Famicom. It looked to me like it had five-player capability, the kangaroo critters like Mega Bomberman and the ability to change your Bomberman's appearance. Is this game coming to the States anytime soon? Are there any new screen pix or information on this game? Are there any games with Spam coming out?

Ron Veenstra
Zeeland, MI

(Ed. There may be a new Bomberman game under development in Japan, but our sources cannot confirm this. It would not surprise us due to the dramatic success of most of the Bomberman games. They are, as you put it, "an instant party maker." There is a new game in the works just like Bomberman, except your character is actually a can of Spam. Yes, Spam—that delicious meat



The Bomberman series may not be over yet!

product we all love. Your character must navigate a series of mazes inhabited by creatures made of real *meat. How horrible! At the end of each level, you get a new recipe for Spam, like Spam pie, Spam sauerkraut, Spam crepes and Spam sundaes. Mmmm, tasty.)*

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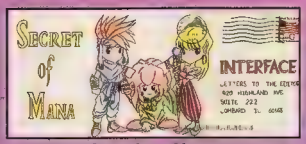
Merced, CA

Harrison Williams
Chicago, IL

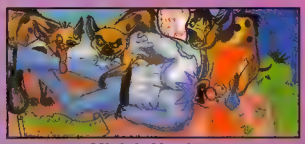
Chad Craw
Fulton, NY



Jonathon Hong
Burbank, CA

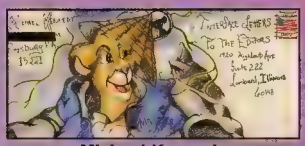
Jodi Serge
Carlisle, ONT

Unknown Name
Unknown Address



Miciah Hughes
Ventura, CA

Aaron Francisco
San Francisco, CA



Michael Kennedy
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FANDOM CENTRAL

GAFIA AND OTHER DISASTERS

by Arnie Katz

Fanzine publishing, like most other hobbies, has its own special slang. Situations come up that aren't covered by standard English, so people make up new words.

One of the best fan words is: "Gafia," initialese for Getting Away From It All. It describes what happens when someone who was a fan ceases to be one.

Gafia can be a temporary hiatus or a permanent divorce. I once gafiated for 15 years, and other fanzine editors have taken even longer vacations. It may be hard for a new electronic gaming fan to believe in gafia. Most fans, even ones who once had a consuming interest, eventually leave fandom for other pursuits.

Electronic gaming fandom is newer than other branches of fanzine fandom, but it has already witnessed some notable departures. A fan generation lasts two to three years. Right now EG fandom is having its third changing of the guard as newcomers supplant the burn-outs.

Yet fans like Joe Santulli and Mike Palisano stay active and provide links to earlier fanhistorical periods. In the long run, fandom's health depends on keeping such people for the long haul. It is they who acquire the additional experience to produce superior amateur publications.

Though well-known fans do sometimes gafiate, there are always neofans with fresh enthusiasm to take their places. Now let's take a look to see how fanzine quality stands today!

Monty's Kitten #2
Edited by Brooks King
1357 Jackson Ferry Rd., Greenback, TN 37742-2508
Occasional, $1 per issue, 10 pages

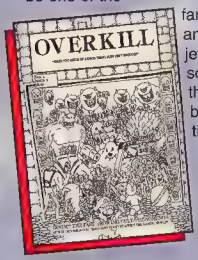
A touch of gafia delayed this issue, but Brooks is in high gear again. His fanzine blends game coverage, comments about other aspects of pop culture and some personal journalism in an appetizing mixture.

It's a fairly good-looking fanzine, too. Brooks only needs to up the frequency and keep his momentum to turn **Monty's Kitten** into a major title.

Overkill #8
Edited by Richard Florey
P.O. Box 2671, Bangor, ME 04402
Frequent, $2 per copy, 40 pages

Excellent art, a dash of humor and some good reviews of computer and video games are the main highlights of **Overkill**. Also included is a well-illustrated article about the comic book series *Zot!*, comments on *Star Trek Generations* and a letters column.

Overkill is improving, but a few flaws hold it back. It's time to relax and be one of the fans and jettison the big time



publishing pretensions. The trend is good, though, and **Overkill** is definitely worth a look.

Phantasy Flight #1
Edited by David Yan
P.O. Box 20028, Columbus Cr, New York, NY 10023
Quarterly, $3 per issue, 30 pages

Speaking of new, livewire fans, David has crafted this month's best first issue. It's already one of fandom's most attractive 'zines, and the writing is surprisingly good for a first effort. Video games are the major topic, but David also tackles allied pop culture topics like animé—and he does it well, too!

First issue mistakes? David makes several, but there's nothing here that additional experience won't fix. The subscription price is a bit

steep, but **Phantasy Flight** deserves support.

SNES Gaming #13
Edited by Rich Wigstone
770 Concord Lane, Hoffman Estates, IL 60195-1835
Frequent, $2 per issue, 8 pages

Rich Wigstone is another fan with staying power. His newsletter-format fanzine is one of the most interesting sources of news and views on the Nintendo platform.

A discussion of piracy, Nintendo's 1995 lineup and a commentary on Virtual Boy are the most interesting items, but every page has at least four or five interesting items. **SNES Gaming** is one of today's most respected single-platform fanzines, and it deserves every bit of praise.

RPG Adventure Review #2
Edited by James Catalano
639 W. Grace, Chicago, IL 60613
Frequent, $2.50 per issue, 20 pages

Electronic and non-electronic RPGs and adventures get the red-carpet treatment in this profusely illustrated and well-edited fanzine. In just two issues, James Catalano has shed the cloak of neofannishness and staked a claim as one of the hottest fanzine publishers.

An article on RPGs for the NES is the lead piece. It's pure gold for those starting to collect cartridges for this system. More pieces of this type would be highly welcome. Somewhat smaller

illustration, to increase the length of reviews, would also be a positive step. Adventurers should sign up in time to get the next **RPG Adventure Review.**

If you'd like your fanzine reviewed in this column, send it to: Arnie Katz, 330 S. Decatur, Suite 152, Las Vegas, NV 89107. I'll try to describe as many of them as possible each month.

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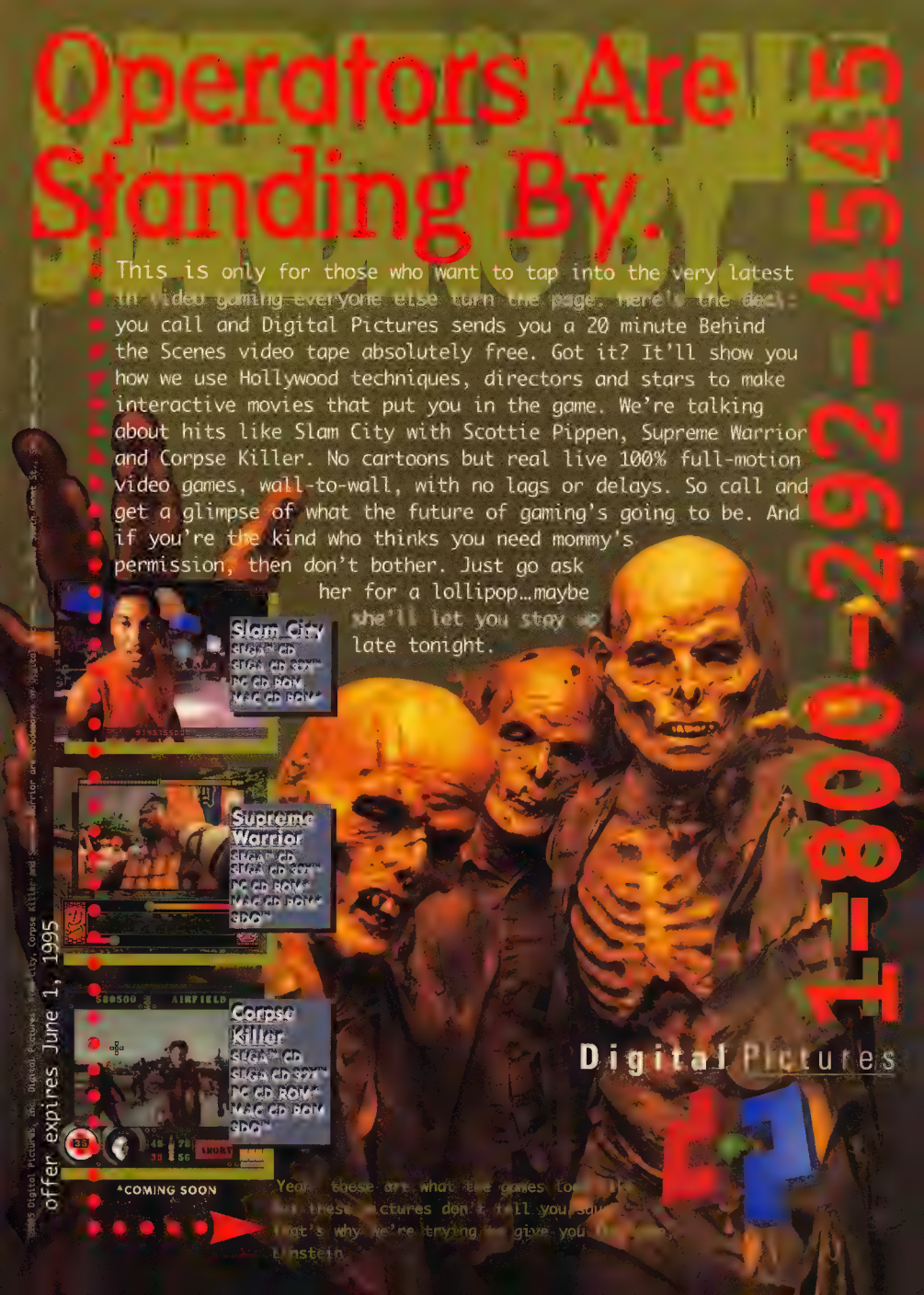

Digital Pictures

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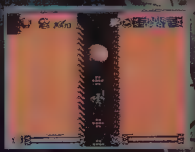
Headless warriors are out to ruin your day



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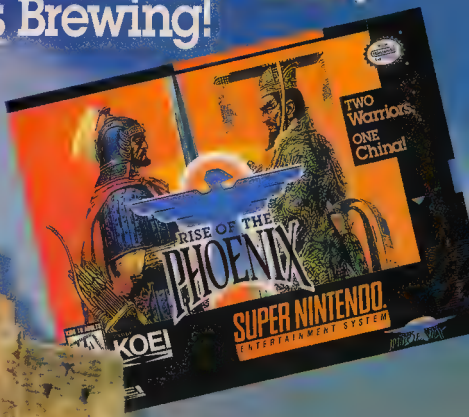
Behind this GREAT WALL, Big Trouble's Brewing!



The year's 206 BC and China's beginning to take shape. The Great Wall just opened to visitors, the writings of Confucius are moving up on the Best Sellers list and two great warriors are about to clash. It's said that the victor has been selected by the heavens to rule all of China. Assuming the role of either great warrior, it's up to you to plot the strategies that will defeat your counterpart and lead the country into the next dynasty. Are you prepared to fulfill the myth now known as Rise of the Phoenix?

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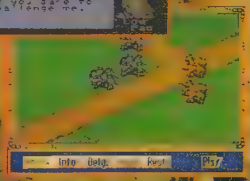
- Launch attacks against your enemies' strongholds using arrows, catapults & battering rams
- Challenge your adversaries to one-on-one duels atop horseback
- Send units on secret night attacks, order ambushes & dam up rivers in hopes of flooding enemy fortresses
- Go head to head with the computer or challenge a friend in hopes of controlling all 39 cities
- All Koei titles have battery back-up to save games

RISE OF THE PHOENIX™



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"Ogre Battle is a graphical, musical, and strategic tour-de-force! All of the battles are fully animated, to a level surpassing Final Fantasy 3, and this title's only 12 Meg! In the months to come, we'll have more on Ogre Battle. Until then, Strategy and RPG fans gaze at these shots and reserve a couple of weeks in March for an incredible experience!"
- GAME FAN MAGAZINE 1/95

"Ogre Battle combines role-playing elements with war simulations to create a great adventure... The graphics are surprisingly good, with lots of details. The interface is simple, so you can hop right into the game."
- EGM 12/94

"The industry needs more games like this!"
EGM 12/94

ENIX

ENIX AMERICA CORPORATION
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PRESS START

THREE MEN AND A MODEM: PART DEUX

Nintendo's bigwigs were on-line recently for their third trip into cyberspace. If the Nintendo party line is to be believed, their new system's release is only six months away.

The object of the hour-long, on-line conference held on CompuServe was to give Nintendo's key executives a forum to talk about the new hardware and software products that are scheduled for release this year. They touched on new video game releases including Star Fox 2, Comanche and FX Fighter; discussed the Ultra 64 and praised their new, more colorful Game Boy series.

Actually, the conference was more like an electronic press release than an open forum with Nintendo executives. Minoru Arakawa, president of Nintendo of America; Howard Lincoln, NOA's senior vice president and Peter Main, Nintendo's vice president of marketing fielded questions from those on-line. Howard Lincoln began the conference by saying a few introductory words: "We are moving 'fast forward' into 1995, and we have a spectacular array of hardware and software products on the horizon. The Nintendo Ultra 64 (NU64), the 64-Bit system we've developed with Silicon Graphics, is on schedule. Cruis'n USA and Killer Instinct [now in arcades] are just two of the games that will be released for the unit later this year."

One problem with the event was that no one from the mainstream gaming media got the chance to ask any questions. Those of us in the Central time zone packed a lunch, but we never got the opportunity to ask a single question. Some lucky individuals did get to address the Nintendo executives, however, and here's what was on their minds.

One conference attendee asked: "What third-party developers have you signed to develop games for the Virtua Boy and the Ultra 64?"

NINTENDO: "We have a number of companies who have signed exclusive licensing arrangements with Nintendo to do games for the Nintendo Ultra 64, including Williams, Acclaim, Spectrum Holobyte and a number of others that have not yet been announced."

Mike Mandel asked, "I've heard rumors that the U64 chip is expensive. Will the price of the U64 will be more than $250?"

Peter Main: "These rumors are absolutely false and just more efforts by our competitors to confuse the picture. The NU64 is on schedule, including a retail price of under $250. It will totally blow away the systems being planned by these competitors. We can't wait!"

A Nintendo fan called Angel asked: "I've heard that Williams has signed an exclusive deal to bring Mortal Kombat III out on the Sony PlayStation first. How does this make you feel? Does this change your relationship with Williams in any way?"

Howard Lincoln: "Our relationship with Williams is excellent and unchanged. Williams is a large, coin-operated video game manufacturer. Our deal with Williams relates to arcade games that use the NU64 chip technology. The MK3 coin-op game to be released by Williams does not use the NU64 chip set."

Nintendo isn't too worried about Mortal Kombat III—they have their own trump card and they will play it.

"THE ULTRA 64 WILL BLOW AWAY THE COMPETITION."

-PETER MAIN

Minoru Arakawa

Howard Lincoln

Peter Main

SIERRA ON-LINE'S RED BARON TO TAKE TO THE SKIES OF THE NINTENDO ULTRA 64

The Red Baron will be taking to the skies on the Ultra 64 courtesy of Sierra On-Line, according to Nintendo of America. Sierra is the newest member of the Nintendo Ultra 64 (U64) publishing team.

According to Nintendo, the U64 will enable players to play in three-dimensional worlds that haven't previously been possible on any system. Before this, graphics of this caliber have only been possible on high-end graphic workstations. The game will be based on the critically acclaimed PC flight simulator of the same name. The Red Baron will bring real-time, three-dimensional, World War I aerial combat to a new audience, shortly after the Ultra 64 is launched this fall.

"We are thrilled to be aligned with Nintendo for the Nintendo Ultra 64 project," said Tony Reyneke, president of Sierra On-Line's Eugene subsidiary. "The sights and game play that will result from this agreement will be absolutely amazing."

The Red Baron game will replicate combat intelligence characteristics of the actual flying aces who fought in World War I. Each airplane

is modeled after exact structural and flight characteristics of the originals. Players will be able to dogfight and go head to head against more than 20 famous pilots including the Red Baron himself.

"Our Nintendo Ultra 64 Dream Team has just signed a significant player with the addition of Sierra On-Line," said Howard Lincoln, chairman of Nintendo of America.

"Red Baron on the Nintendo Ultra 64 will give players a flight simulation experience like never before."

The Nintendo Ultra 64 system is the product of a worldwide joint development and licensing agreement combining Nintendo's expertise in game development with Silicon Graphics and their visual computing technologies. The capabilities of these technologies were shown in the movies *The Flintstones* and *Jurassic Park*.

Nintendo is promising that the U64 system will be in stores this fall for under $250. They are also banking on the fact that when it comes to the systems dogfight, they will have more kills than their competition. In a recent on-line conference on CompuServe, Nintendo officials were confident about their chances of coming out on top of the marketing heap.

GET READY TO FIGHT WITH THE FIGHTER PAD SERIES FROM ASCII

Asciiware has developed a specialized, six-button arcade pad for the Sega Genesis and the Super NES.

The Fighter Pad offers a new design of the standard, six-button, arcade layout and has two extra top buttons for enhanced control and the flexibility that gamers need in the heat of battle in such incredible fighting games as Mortal Kombat II and Street Fighter II.

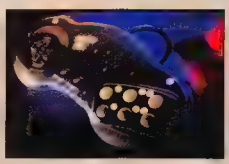
The Fighter Pad has a unique, contoured shape that was engineered to allow for quicker reaction time by fitting the contours of your hands.

The Fighter Pad also has Turbo and Automatic firing, a Turbo switch that increases the number of shots and punches you can throw to 24 shots or punches per second.

This is an excellent feature that will help your scores soar. The Auto Switch feature allows the button to fire automatically, so your trigger finger can be doing other things.

The controller also has a Slow Motion feature that allows you to slow down the action during a difficult spot in a game.

This feature will help players get the character he or she is controlling to the end of a level alive.



The recently released Fighter Pad is available for both systems and will cost $19.95.

LAST-MINUTE UPDATE

T*HQ TO USE THE FORCE

T*HQ hopes to use the Force and a growing portable gaming market projected for this year to get them back on track.

Recently, T*HQ announced that they have entered into an agreement with LucasArts to publish Super Return of the Jedi for the Game Boy and Game Gear. The agreement adds Return of the Jedi to T*HQ's portable lineup.

T*HQ stated that the agreement with LucasArts keeps with their philosophy to concentrate on the portable Game Boy and Game Gear markets in 1995 as part of a strategy to return the company to profitability. In 1995 they intend to increase the number of titles they release and will focus on high-profile titles for the portable platforms, including those under license from Electronic Arts and LucasArts according to Robert J. Farrell, president and CEO at T*HQ. "We will ship more titles in the first six months of 1995 than we did during all of 1994," Farrell noted.

Farrell said T*HQ expects to ship more than 26 products in 1995, up from nine released in 1994. The 1995 product line includes 17 products under license from Electronic Arts led by FIFA International Soccer '95 and NHL Hockey '95 for the Game Boy in May and Jungle Strike for the Game Boy and Game Gear in June. Other titles include seaQuest DSV for the Super NES and Genesis, Bass Masters Classic for the Super NES in May and The Mask for the Super NES in June.

GET READY TO BURN RUBBER WITH NEW DAYTONA DIGITAL STEERING WHEEL

In Japan, Saturn systems are clearing off store shelves so fast, they're leaving skid marks. Gamers are racing to pick up Daytona, which was released April 1. Sega's got it in gear and they've bellowed those famous words, "Ladies and gentleman—start your engines!" To mark this auspicious occasion, Sega of Japan released the Racing Controller, an analog steering wheel that will add the feel of being behind the wheel of a real race car. The throttle and the brakes will be digital to enhance the driving experience as well. The controller will be compatible with all Saturn racing games and currently costs ¥4,800, and will probably cost between $55-65 when it is released here.

TOMMY T. HITTING THE HIGH NOTES OF GAMING

Tommy Tallarico is in tune and on his way to becoming the Elvis of the video game industry. He's one of the hottest composers of video game music in the country, and is being recruited by some of gamings' top companies. Tallarico is best known for scores he composed for Virgin Interactive Entertainment's Cool Spot and Aladdin, two of the best-selling Sega Genesis games of all time. Tommy is currently creating soundtracks for Madden '96 for EA Sports, Cool Spot 3 for Virgin and Earthworm Jim 2 for Shiny. Having just finished the soundtrack for the Sega CD version of Earthworm Jim, Tallarico can only say that it is "unbelievable." When Tommy finishes one project he's on to another one. Although he can't talk too much about it, he's just signed on to do a highly top-secret game with Capcom U.S.A.

"Tommy Tallarico is recognized worldwide as the hottest composer of video game music," said David Luehmann, executive producer of Playmates Interactive Entertainment. Until a couple of years ago, video game music consisted of blips and beeps. Tommy has raised the stakes by helping turn video game scores into a viable music category."

Tallarico's story reads like a Hollywood screenplay. After leaving Springfield, MA, to live "where Mickey Mouse lives," Tallarico took a job at the Guitar Centre in Anaheim. His first customer just happened to be an influential person at Virgin. This individual was so impressed with Tommy's style, that he hired him to be a composer for the growing video game company. Aside from his numerous video game scores and awards, Tallarico continues to become more of a force in the industry. He has already released one CD: *Virgin Games Greatest Hits, Vol. 1*, which is available on Capitol Records. The CD

encapsulates the first three years of his career.

What's next for Tommy Tallarico? The sky's the limit, but for right now, he's signed a deal with Playmates to work on a number of projects, including Earthworm Jim 2 with the Shiny team.

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Game Boy
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Here's an offer that's sure to ap-peel to your sense of greed. First, buy any (or all!) of the Nintendo products shown on the opposite page between March 21 and April 30. Then mail us your proofs-of-purchase and your Banana Bucks order form. We'll exchange your proofs for the cool stuff shown below.

Make your move FAST!

These items are authentic, top-quality, can't-get-it-in-the-stores stuff. To get yours, just follow the steps on this order form. Start grabbin' your Banana Bucks fast and cash'em in before May 31, 1995! See order form for details.

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Please fill out all information below, printing clearly. Orders must be postmarked by 5/31/95.

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Play It Loud

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GAMING GOSSIP

... SONY TO CHANGE NAME OF PSX ...
... KILLER INSTINCT 2 IN THE WORKS ...
... NEW SNES CONNECTOR CABLE ...
... SONY TO GO WITH ESRB RATINGS ...
... ULTRA 64 OUT NEAR THANKSGIVING ...
... DATA EASTS NEW PSX FIGHTING GAME ...
... YOSHI TITLE FOR SNES IN THE WORKS ...
... ULTRA 64 PACK-IN REVEALED ...

Time to shake, bake and throw everything into the big gaming wok again this month. I've prepared a healthy stir-fry of gossip for you as we take yet another "WOK" on the wild side of gaming. Don't worry, I've added a little ginseng for extra flavor and longer life.

The folks at Sony have been touring the big-name gaming companies and spilling the bean sprouts as they travel. I've been on their trail collecting the sprouts, and I've tossed them into this month's mix. They've been telling everyone that the PlayStation will be released in mid-September for $249-399, and there will be 30 games out at launch for between $49-59 each, with another 50 to 60 titles ready at Christmas. So far they have sold 600,000 units in Japan.

Sony has been reading the riot act to some companies and have stated that all titles that come out for the PlayStation will go through the Electronic Software Ratings Board (ESRB). They may not allow "Adults Only" rated games to be sold for their system. In a few other tidbits that have fallen off the gaming grapevine, Sony has hinted that they may change the name of the PlayStation before its September launch. They've done some market research and people have told them that the PlayStation sounds too much like the name of a child's toy. It doesn't have the ring of a high-tech gaming system. One name in the running is the PowerStation. That way they can keep the PSX short form. They will also be making the controller larger before the system is released over here. They'll have $50 million to market the system, so it won't really matter what name they finally arrive at. Sega and Nintendo will have to dig deep into their pockets if they want to compete for the first-place ribbon at this year's system bake-off.

You may have heard that you can hook two PlayStations together and play against a friend using separate TVs, bypassing the old Split-screen Option. Nintendo's working on a cable that will allow players to play full screen and it will be available after Comanche hits stores. No word on price, but the cable will be separate for a while, then they intend to pack the cable into the box with the Super NES.

Remember a Yoshi title that we talked about late last year? Nintendo was going to release it, but the graphics weren't the quality they wanted, so they held the game back and it has been redone on SGI workstations. Versions for the Super NES and the Ultra 64 are in the works.

Konami may be bringing out all of their top titles for the PlayStation first. These include a new version of Castlevania, a new Contra title, a version of Dracula X and the Teenage Mutant Ninja Turtles will be back for more.

The Ultra 64 situation is starting to clear up, but there still are a number of questions that need to be answered. The Shoshinkai Show, Nintendo's annual trade show, was scheduled for August in Japan. Now it has been pushed back to November. The August show was supposed to be the Japanese premiere of the Ultra 64, where buyers would have a chance to put their orders in and get the units before Christmas. Now that the Shoshinkai Show has been pushed back, it looks very doubtful that the Ultra 64 will be available over there before the end of 1995.

Insiders are telling us the Ultra 64 will be ready and released over here around Thanksgiving (Nov. 23) for $250. Cruis'n USA and Pilotwings 2 are possible pack-ins, but if Sony packs in MKIII (that's a good possibility), don't be too sure Killer Instinct won't be a last-minute switch for Nintendo. Pilotwings 2 is the working title for the game that Shigeru Miyamoto is working on. Dragonfly X is a name that is under consideration to replace it.

The Ultra 64 specs are sketchy, but one spec that may become a reality is the Silicon Graphics (SGI) R4200 chip. The chip has been chosen as the main CPU, and development systems are steadily making their way into the hands of developers. Everyone's also talking about a CD-ROM unit for the Ultra 64. Let me set the record straight—it's not a CD-ROM-based peripheral, it's a readable, writeable optical drive of sorts that will be cartridge based. It's not clear who is making the unit, but it won't be Nintendo and it will be ready shortly after the release of the Ultra64.

A few Nintendo executives have been spotted in and around Williams' Chicago offices and my Sushi senses are tingling. Sources suggest Killer Instinct II is in the works. Some of the MK III martial artists have been filmed, and this time their skeletal structures instead of their likenesses are being used. Speaking of fighters, Data East is working on a 128-player fighting game for the PlayStation, and Jaleco has hired some martial artists of Mortal Kombat fame (Daniel Pesina) among others to star.

Blue Sky is hard at work on Vector Man for Sega. Sega's banking heavily on this 3-D, robot, side-scroller. It will be Sega's marquee title of 1995 for the Genesis. Vector Man will be at the E³ Show in L.A. and so will I.

Till we venture into the gaming kitchen next month to prepare another cholesterol-free batch of gaming gossip, I remain...

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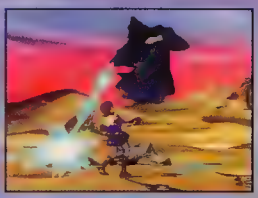

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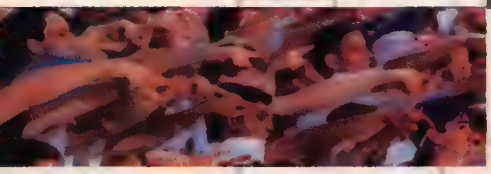
Hmmmmmmmmmmm.

Outlawed in the pros, sure, but in Collegeville the glass comes out when you throw down.

What will Cinderella be wearing to the Big



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No time left, national championship on the line, and the only thing in your way is King Taunt and his merry band of chanting idiots.

Purdue

St. John's

California

Arkansas

North Carolina State

Temple

Massachusetts

Wisconsin

Syracuse

Villanova

Arizona

Kentucky

UCLA

Dance

this year?

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Tricks of the Trade, Sendai, 1920 Highland Ave, Suite 222, Lombard, IL 60148.

D-Coder is happy to give away games to deserving readers. If your trick gets printed you will receive a game for the system* of your choice.

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Earthworm Jim

Genesis	Shiny

Debug Menu

Begin your game. In any level, press START to pause. Take controller 1 and press LEFT + A at the same time, B, B, A, RIGHT + A at the same time, B, B, A. You will hear "Cheater!"

Go into the game and press START to pause. Take controller one and press LEFT+A, B, B, A , RIGHT+A, B, B, A. If done correctly, you will hear "CHEATER!" This brings you to the Debug Menu. From here choose which level to start on, make yourself invincible, turn Map Mode and Freezability on. Use Map Mode and Freezability together to move yourself to any point on any level and start at that point.

Travis Whitmeyer; New York City, NY

TRICK OF THE MONTH

At any point in the game press L+A, B, B, A, R+A, B, B, A.

If done correctly, you will see the programmers' heads.

At the Debug Menu, you can set invincibility and more.

Warp yourself to any Boss in any level, and be invincible!

WIN AN AWESOME CONTROLLER FROM STD AND *EGM*²!

Everyone who sends in tricks to the D-Coder has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAMPAD or SGPROGRAMPAD-2! We're looking for the Trick of the Month to put on the first page of Tricks of the Trade. If you send us an awesome trick, code, cheat, etc., that we haven't found, you are eligible to win the Trick of the Month! If you win, you'll get your name in print, the STD controller and a free game for the (allowable) system of your choice! Contests like this come only from the Biggest and Best Video Game Mag, ***EGM***²!

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SNK JVC TEEN T AGES 13+ SEGA CD SEGA

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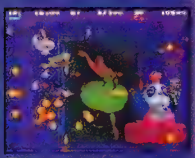
CHEAT SHEET



Gokujyoh Parodius Deluxe Pack
Konami of Japan/ PlayStation

Full Power-up

This trick will give you full power (except for your shield) and can be done at any point in the game. To do this you must first pause the game. Then on the D-pad, press Up, Up, Down, Down, Left, Right, Left, Right, X button, Circle button. If done correctly, you will hear a sound. Now unpause the game and you will have full power. To do this on Two-player Simultaneous, enter the code on the first player's controller. Both players will have full power.

Ridge Racer
Namco of Japan/ PlayStation

Play with Logo

This trick will allow you to rotate the Ridge Racer logo in various directions. Zoom in and out, and turn it translucent. To rotate it, you must hold down both L1 or L2 and R1 or R2 and use the D-pad to rotate it.

(Continued on p. 46)

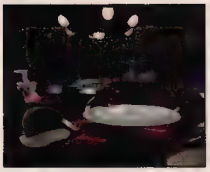
Super Wing Commander

3DO	Origin

Debug Menu

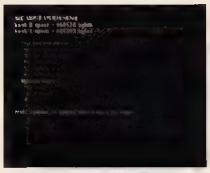
When in the Lounge on controller one press the X button, B, B, C, C, A, A. If done correctly, you will hear a sound. Then press both L and R shift buttons and the Start button simultaneously.

This trick will allow you to access the Debug Menu. In the Debug Menu, you will be able to turn on and off your invincibility, collision, Finger of Death, view cinemas, choose your mission/ campaign and more. To access the Debug Menu you must be in the Lounge. On controller one press X, B, B, C, C, A, A. If done correctly, you will hear a sound. Then hold both L and R shift buttons and press Start. This will bring you to the Debug System File. From here you can access all of the goodies. To become completely invincible, go to the System Flags Menu. Turn both the Killable and Bangable to False. To complete missions the easy way, set the Finger of Death to true. Now, when you're in a mission and locked on a target, hold R shift and press B button and it is instantly destroyed—no matter how big it is! Set the Picker to true to choose your own missions and campaigns. (Note: To choose your missions, after setting the picker to true, Exit the lounge, then re-enter. Move the D-pad around until you hear the voice say, "Choose mission" or "Choose campaign.")



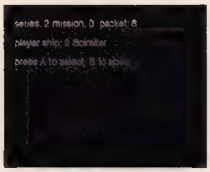
Enter the first code in the Lounge Area.

Press L shift+R shift+Start to access the Debug Menu.



Next, choose the System Flags Option from the menu.

Now become invincible, adjust volume and more.



Set the picker to true in the System Flag Menu ...

... and you can select your mission and campaign.

Set the Finger of Death to true and kill 'em all!

You can choose to watch any and all cinemas.

True Lies

Super NES	Acclaim

Level Passwords

From the Title Screen access the Password Menu. Enter the password corresponding to the level you want to play.

Enter the following passwords at the Password Screen and select END to go to the corresponding levels:

Enter the Password menu from the Main Menu.

Enter the password at this screen, then select END.

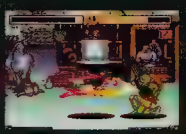
2. BRMKNRD
3. CXGJMQC
4. FVJBKXF
5. HCHDXVH
6. FBJNDBN
7. HJBGBJC
8. JFFFZHB

(NOTE:This trick was done on a pre-production copy of the game.)

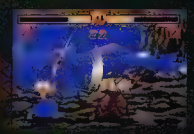
A TRUE SAMURAI FIGHTS WITH DIGNITY AND HONOR.

But that doesn't mean you have to.

SAMURAI SHODOWN™



Go back to the end of the 18th century when fighting was for dignity and honor. When style and form was of importance. Of course you don't have to play like that though. Cutting an opponent in half is half the fun. Through the intense graphics and sounds of Sega CD you'll really think you're back in Feudal Japan!



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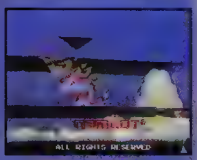


Ridge Racer
Namco of Japan/ PlayStation

Play with Logo

(continues from p.44)

Use the buttons to zoom in and out on the Ridge Racer Logo. To turn the logo translucent, simply hold the L1 (or L2) or R1 (or R2) button and press START.

NBA Jam TE
Acclaim/Super NES/Genesis

Powerup Codes

These codes will give you an extra advantage to defeat your opponents. The following codes must be entered at the Tonight's Match-up Screen. (Note: L=Left on D-pad, R=Right on D-pad, U=Up on D-pad, D=Down on D-pad, A=A button, B=B button)

Shot Percent Display: U, U, D, D, B

Max Power, increased power when pushed: R, R, L, R, B, B, R

Power-up Goaltending: R, U, D, R, D, U

Power-up Fire: D, R, R, B, A, L

(Continued on p. 48)

True Lies

Genesis | **Acclaim**

Level Passwords

From the Main Menu access the Password Screen. At the Password Screen enter any of the level passwords and choose END to warp to the corresponding level.

If you are having trouble with this game, then these passwords will help you out tremendously. From the Main Menu access the Password Screen. Enter the following passwords and select END to go to the corresponding levels:

2. BRMKNRD
3. CXGJMQC
4. FVJBKXF
5. HCHDXVH
6. FBJNDBN
7. HJBGBJC
8. JFFFZHB

(NOTE: This trick was done on a pre-production copy of the game.)

Go to the Password Screen from the Main Menu.

Enter the password at this screen, then select END.

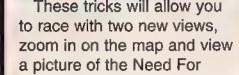
You will then warp to the corresponding level.

Need For Speed

3DO | **Electronic Arts**

Different Views, Hidden Picture, etc.

The different views trick must be done while you are racing with the "in car" view. With the second controller press A button, L shift button, and Up on the D-pad.



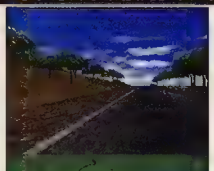
These tricks will allow you to race with two new views, zoom in on the map and view a picture of the Need For Speed Staff.

Change Views: Now there are three new views to race with: with speedometer and rearview mirror, with just speedometer or nothing at all. To change the views you must have a second controller. When using the "in-car" viewpoint, on controller two press L shift+A button+Up simultaneously on the D-pad. This will toggle you between the three other views.

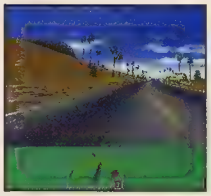
Zoom in on Map: View the action close-up by pressing Start. If you need to get an even closer view, press button C to zoom in.

View the Staff: To view the Need For Speed staff, wait for a minute or two after a race until the credits start to roll. Then press the R and L shift button to toggle between the regular picture and The Need For Speed Staff picture.

To change views you must use the "in-car-view."

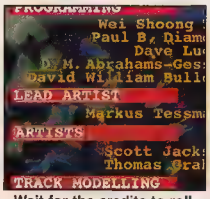


This is a new view with rear mirror on the bottom.



With these new views you see more of the road!

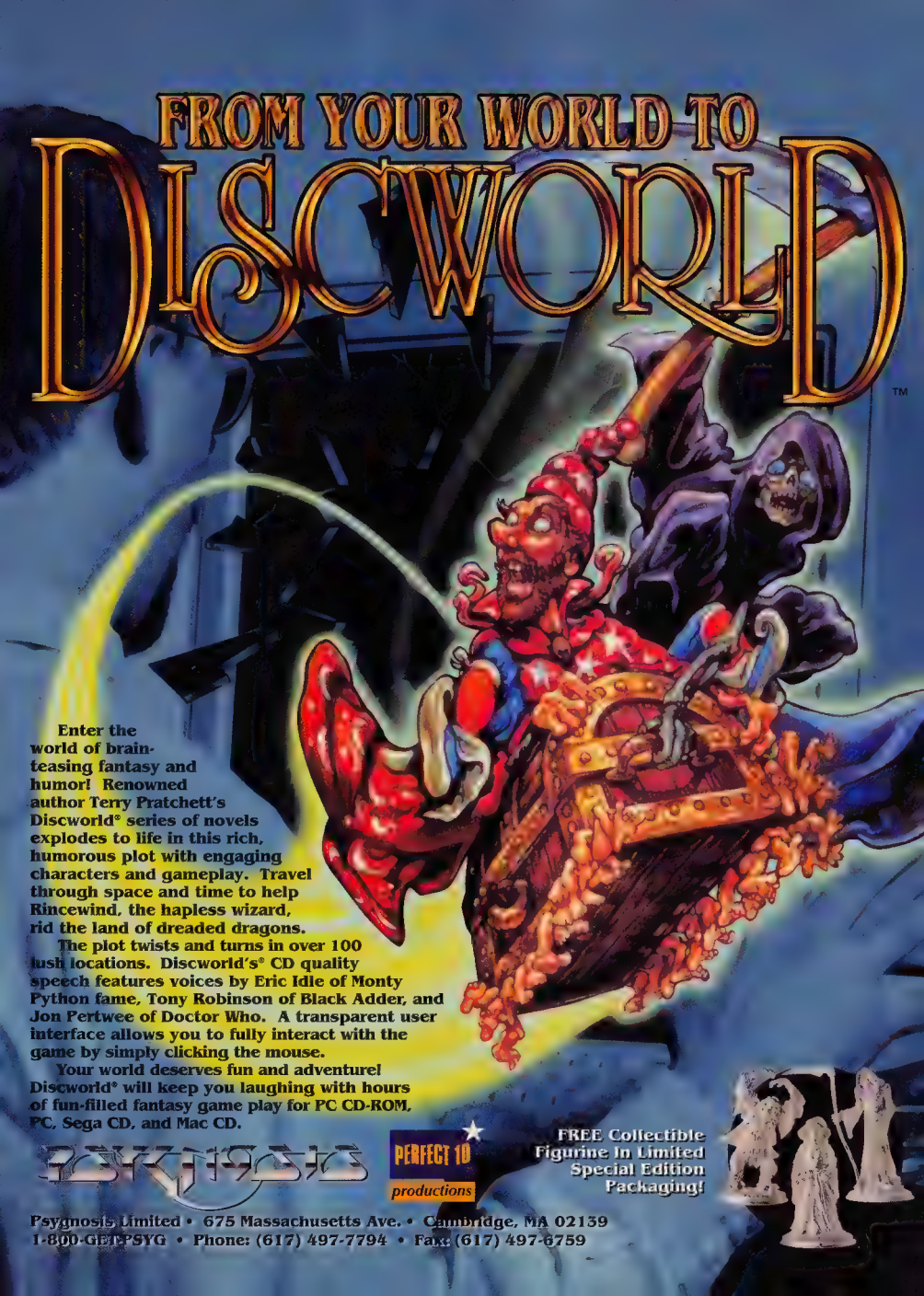
While viewing the map, press C to zoom in.



Wait for the credits to roll, then press R shift button.

You can now see a picture of the NFS staff!

FROM YOUR WORLD TO DISCWORLD™



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CHEAT SHEET

NBA Jam TE
Acclaim/Super NES/Genesis

Power-ups

Power-up Turbo: B, B, B, A, D, D, U, L
Power-up Offense: B, B, U, A, B, U, D
Power-up three-pointers: U, D, L, R, L, D, U
Power-up Dunks: L, R, A, B, B, A
Power-up Block: L, A, B, A, R, D
Block one opponent and both fall: U, U, U, U, L, L, L, L, A, A
Block one opponent and other falls: U, U, U, U, L, L, L, A, B
Teleport Pass (invisible ball when passing): U, R, R, L, A, D, L, L, R, B
High Shots: U, D, U, D, R, U, A, A, A, A, D
Speed Up (very fast): U, U, U, U, L, L, L, L, B, A
Slippery Court: A, A, A, A, A, R, R, R, R, R

With the Shot Percent Display, you can now track your player's stats.

Samurai Shodown II

Neo•Geo	SNK

Hidden Fighters and Moves

In a two-player game only, when selecting the fighters, do the following on either controller: UP, DOWN, LEFT, UP, DOWN, RIGHT + A (the last RIGHT and A are done together).

Note: This trick only works on the home cartridge and CD versions of the game and in the Two-player Versus Mode.

To play as the awesome hidden fighter Kuroko in Samurai Shodown II, do the following: Start a two-player versus game and do the following on either or both controllers: Up, Down, Left, Up, Down, Right + A (the last Right and A are done simultaneously). There will be a cloud of smoke and Kuroko will appear! However, no matter who wins or loses, the game will reset after the match.

At the Fighter Select Screen, do the code.

Do the code correctly and the referee will appear.

Kuroko's Moves:

Here are all of Kuroko's moves. They are done as if facing right. The ★ can only be done when the POW is flashing.

Tiger Fireball:	↓ ↘ → + A
Mega Smash:	↓ ↘ → + B
Double Cookie Toss:	↙ (Hold) → + A
Super Fireball:	→ ← ↙ ↓ ↘ → + A
Double Fireball:	↓ ↙ ← + A
Mega Fireball:	↙ (Hold) ↓ → + BC

Fire Blade:	↓ ↘ → ↘ ↓ ↙ ← + A
"Phantasm" Ball:	↓ ↙ ← ↙ → + BC
Mega Fireball:	↙ (Hold) ↓ → + BC
Chain Flag Grab:	→ ↘ ↓ ↙ ← + A
Sword Shell Game:	While Grappling, ↓
Larger Than Life:	Press C Repeatedly.

Projectile Deflector:	→ + ABC
Projectile Dissolving Slash:	→ + BCD
Exploding Torso:	When Damaged, Press ABC
Exploding Legs:	When Damaged, Press BCD
Doll Move:	↙ ↓ ↘ → ↓ ↘ + D
★ Fatality Move:	→ ↘ ↓ ↙ ← → + AB
★ "Tiring" Fatality Move:	→ ← ↙ ↓ ↘ → + BD

Magic Moves:

There is a "Magic Move" for four characters in the game: Nakoruru (a multiple Kamui Ryuse), Haohmaru (a multiple Crescent Moon Slash) and the two ninja characters, Galford and Hanzo. Each has an invisibility attack where they vanish for a limited time or until hit. These can be done at any time.

Haohmaru's multiple Crescent Moon Slashes.

Nakoruru's multiple Kamui Ryuse Magic Move.

Galford's Magic Move:	→ ← → ← → ← ↓ + BCD
Nakoruru's Magic Move:	↘ ↓ ↙ ← → ↓ ↘ + BC

Hanzo's Magic Move:	→ ← → ← → ← ↓ + BCD
Haohmaru's Magic Move:	↘ ← ↙ ↓ ↘ → ← ↓ ↙ + BC

Other Doll Moves:

Haohmaru's Doll Move	→ ↘ ↓ ↙ ← → ← + B
Galford's Doll Move:	→ ↘ ↓ ↙ ← → ← + C

Nakoruru's Doll Move	↘ ↓ ↙ ← ↓ ↙ + D
Hanzo's Doll Move:	→ ← → ← → ← ↓ + A

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Heads or Tails:

Tricks in this Issue:

Welcome again to Heads or Tails, where we have the last (hopefully) of the Killer Instinct tricks and codes in the form of shadow moves. Until then, this will help all you KI-until-you-die heads happy. Any hot tricks that aren't already all over the net? Write us (see Tricks of the Trade) or e-mail us at egmtriks@mcs.com. First one to give a real John Hancock is our winner!

KILLER INSTINCT

Shadow Moves List

When the line on your energy bar is flashing, you can perform special moves that you couldn't normally perform. These special moves are the same as their counterparts except they either go faster, cause more damage or both. Some shadow moves can only be performed in combos. If you perform shadow moves too many times, the line on your energy bar will stop flashing. The following is a complete list of all known shadow moves.

Fulgore pummels Orchid with his powerful flying shadow uppercut.

Glacius

Fast Bouncing Iceball:
H1, QCT+R1: (flashing line)
Shadow three hit + end:
H5, QCT+R5: (flashing line, during combo)
Shadow three hit + air:
H6, QCT+R6: (flashing line, during combo)
Shadow four hit + air:
H4, QCDB+R1: (flashing line, during combo)
Shadow four hit + air:
H3, QCT+R3: (flashing line, during combo)

Jago

Fast Red Fireball:
H3, QCT+R3: (flashing line)
Shadow Fast Heel Kick:
H6, QCDB+R6: (flashing line)
Shadow three hit + end:
H5, QCDB+R5: (flashing line, during combo)
Shadow three hit + air:
H2, F, QCT+R2: (flashing line, during combo)
Shadow four hit + end:
H3, F, QCT+R3: (flashing line, during combo)

TJ Combo

Shadow Lunging Punch:
H3, CB, F+R3: (flashing line, antiprojectile)
Shadow three hit + air:
H6, CB, F+R6: (flashing line, during combo)
Shadow four hit + end:
H2, CB, F+R2: (flashing line, during combo)
Shadow four hit + end:
H3, CB, F+R3: (flashing line, during combo)

Spinal

Flaming Skull
QCT+aHA: (must have one skull)
Double Flaming Sword
CB, F+2: (must have one skull)
Fast Red Fireball
H1/2/3, QCT+R1/2/3: (must have three skulls)

Riptor

Fast Blue Fireball:
H2, QCB+R2: (flashing line)
Shadow three hit + end:
H5, QCDB+R5: (flashing line, during combo)
Shadow three hit + air:
H6, CB, F+R6: (flashing line, during combo)
Shadow four hit + end:
H3, QCB+R3: (flashing line, during combo)
Shadow four hit + air:
H1, QCDB+R1: (flashing line, during combo)

Sabrewulf

Double Spinning Claw:
CB, F+aHA: (flashing line)
Double Rolling Claw:
CB, F+4: (flashing line)
Long Range Leaping Claw:
CB, F+6: (flashing line, anti-all)
Shadow three hit + air:
H1, CB, F+R1: (flashing line, during combo)
Shadow four hit + end:
H4, CB, F+R4: (flashing line, during combo)
Shadow four hit + air:
H5, CB, F+R5: (flashing line, during combo)
Shadow four hit + air:
H6, CB, F+R6: (flashing line, during combo)

C.Thunder

Shadow Tomahawk Dive:
H3, QCB+R3: (flashing line, midair)
GIANT Red Phoenix:
QCT+5: (flashing line)
Small Red Phoenix:
H5, QCT+R5: (flashing line)
Shadow three hit + air:
H3, CB, F+R3: (flashing line, during combo)
Shadow three hit + end:
H6, QCT+R6: (flashing line, during combo)
Shadow four hit + air:
H2, QCB+R3: (flashing line, during combo)
Shadow four hit + air:
H3, HCB+R3: (flashing line, during combo)

Cinder

Invisible Teleport Front:
HCB+1: (flashing line)
Invisible Teleport Back.
H1, HCB+R1: (flashing line)
Shadow four hit + air:
H2, F, F+R2: (flashing line, during combo)
Shadow four hit + air:
H6, F, QCT+R6: (flashing line, during combo)

Orchid

Shadow Sabre Charge:
QCDB+2: (flashing line)
Shadow Tiger Charge:
H3, CB, F+R3: (flashing line, antiprojectile)
Shadow three hit + air:
H5, CB, F+R5: (flashing line, during combo)
Shadow four hit + air:
H3, QCDB+R3: (flashing line, during combo)
Shadow four hit + air:
H4, CB, F+R4: (flashing line, during combo)

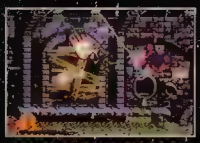
Fulgore

Auto three Energy Bolts:
QCT+1: (flashing line)
Shadow Flying Uppercut:
H3, F, QCT+R3: (flashing line)
Shadow three hit + air:
H5, CB, F+R5: (flashing line, during combo)
Shadow four hit + end:
H2, QCT+R2: (flashing line, during combo)
Shadow four hit + end:
H3, F, QCT+R3: (flashing line, during combo)
Shadow Energy Charge:
H6, CB, F+R6: (flashing line)

From **Miles Hardison's** Killer Instinct Alternative FAQ v3.0

20 TO 1

THE ODDS ARE AGAINST YOU.



LEAPING LIZARDS! SPIDEY'S CLEANING UP THE SEWER.

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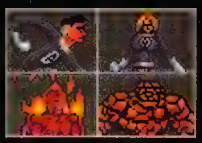

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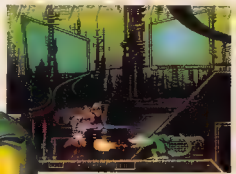
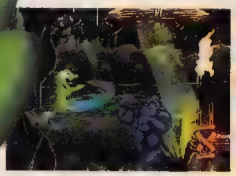
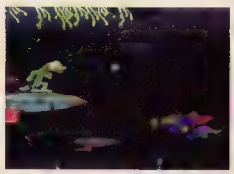


Dana Gould, hyperactive star of his own HBO® cable comedy special, lends tons of digitized voice and attitude to GEX.



3D gecko action, 450 frames of GEX animation, hand-rendered backgrounds and CD-quality sound boost realism to eye-popping proportions.



Each world inspired by either Kung Foo, Shmuck Rogers, that Indiana dude, Boris Carloff, and Rojer Rabbit. *(Legal weasels require we be vague)*

Call 1-900-737-4767 85¢/min. 18 or older touch-tone phone only to hear Dana Gould's hilarious GEX routines. Yeah, it'll cost you a little, but you'll cough up a lung as he sends you reeling with side-splitting laughter like only a guy who OD'd on 70's TV can.

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NEXT WAVE

10 GAMES PREVIEWED

Dark Legends: Outlaws of the Lost Dynasty, RBI '95, WWF Raw 32X, Virtua Racing, Kirby's Dreamland 2, Primal Rage, Devcon 5, Comanche, F/X Fighter, Minnesota Fats: Pool Legend

LAST-MINUTE UPDATE

Welcome back to another episode of the section that lets you be in the know about the latest softs.

This issue we've got a number of hot games, starting off with Dark Legends: Outlaws of the Lost Dynasty. This will be one of the first fighting games for the Saturn, and it looks pretty hot. You'll notice that the majority of the games are for either the Saturn or the PlayStation. Often, they are for both. The super systems are here—there's no way to hide it.

A number of companies are stepping forward with the new technology by devoting all of their capabilities to the new hardware. Data East and Crystal Dynamics are two companies to watch. While other game publishers are keeping their projects under wraps, these two aren't afraid to show gamers everywhere what the future holds for them.

Check out the next few pages for a look into what the upcoming months will bring.

More and more games are being released for the new systems.

FIGHTING

DARK LEGENDS

DATA EAST

Dark Legends: Outlaws of the Lost Dynasty is a translation of an arcade title that was made for Sega's Titan arcade system. This title will be making appearances on both the Sony PlayStation and the Sega Saturn.

It's essentially your standard one-on-one, fighting game, much on par to Samurai Shodown. In fact, aside from the game mechanics, there are very few differences. The warriors fight in both armed and unarmed combat, and the screen scales out all of the action. So if you like SS, you'll have a good idea of what Dark Legends is like.

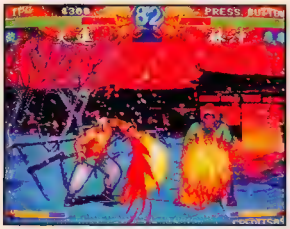
Dark Legends uses characters based on characters, both good and evil from Chinese mythology. There are 11 playable characters in all, and they all have the ability to fight using either their bare fists or deadly weapons.

The game play combines the most popular games of the genre by giving you a wide variety of attacks and counters. It uses different key combinations on a six-button controller. Pressing a set group will allow you to feint and attack, or use your weapons. With so many abilities at your disposal, hard-core fighting game lovers should love the way it plays.

Also, Dark Legends dishes out some pretty great graphics that only the super systems can handle. One look at the pictures below and you'll have to believe me.

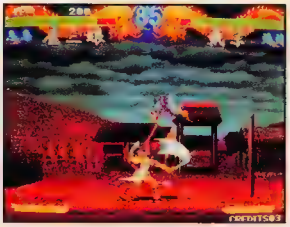
Look for more on this one in the near future!

Dark Legends: Outlaws of the Lost Dynasty has some cool graphics!



This game is based on good and evil characters from Chinese mythology!

Use your bare fists or a weapon to hunt down your opponent.



This game will be for the Saturn and the PlayStation!

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CRYSTAL DYNAMICS™

NEXT WAVE

RBI '95

SPORTS | TIME WARNER

Prepare yourself for the latest baseball game to grace the 32X, brought to you by Time Warner.

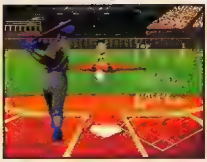
Using an engine similar to the ones used in other baseball games, this one stands out with its sheer graphic power and its updated statistics.

RBI '95 lets you play every aspect of baseball: from pitching a curve ball, to batting a fly ball into left field. With the great graphics, it'll look like you are right there on the field. You can almost smell the roasted peanuts and hot dogs.

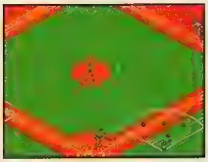
Players actually conform to their stats, so a poor player shouldn't be able to hit homers every time. A little realism goes a long way, especially with sports games.

RBI '95 could be a great baseball game.

Time your swing, and try to keep the ball centered.



Players can be either right- or left-handed.



The fielding is fast and furious. Get the runner out!

WWF RAW

SPORTS | ACCLAIM

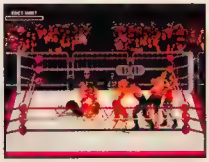
There's nothing like watching a wrestling bout on TV. Nothing that is, except for Acclaim's new WWF Raw wrestling game for the 32X.

This madcap game captures the thrills of the big-name wrestlers on one cart. New to this wrestling extravaganza is a mystery wrestler and new moves like the Power Slam and a Tag rope that allows for more technique in tag-team events. Each wrestler has his own music, and there are several items that can be used as weapons, like the RAW sign. For more detail, there are several different referees to judge your matches.

If you want to relive the madness of the squared circle, WWF Raw is your thing. The 32X version has much more to it than any of the previous games in the series. WWF Raw is for serious wrestling fans who want to kick butt.

There are plenty of warriors to choose from.

If you're feeling nasty, bash someone with a sign.



A royal rumble is a great way to bust some heads.

VIRTUA RACING

ACTION | TIME WARNER

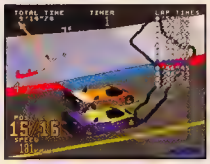
Okay, you're probably saying to yourself that we really don't need another Virtua Racing game, especially when we've got Daytona on the way.

Take a good look at this one, and you'll realize that it's the best version of the game yet. I'm not just talking looks—there are more cars and more tracks. If you loved the arcade, this one is really going to flip your lid.

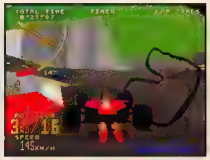
First off, if you want to show off your skills, there is a Grand Prix Mode that ups the number of racers, and sends you headfirst into a 10-round world championship. Sound good? Wait, there's more.

The 32X Virtua Racing Deluxe had five tracks. This one has an unbelievable 10 tracks to tantalize you. There are five different cars to choose from, including a Vintage 1960s Formula, a high-speed Go-Kart, a Sports Coupe, a Sports Prototype and a Modern Formula Racer. Each car has its own control styles.

This VR has more features than any other version.



Using special cameras you can view the course.



From Bay Bridge to Amazon Falls, you'll find a challenge.

This one even adds cinemas to bring the events to life. So now what do you think of a brand-new Virtua Racing game?

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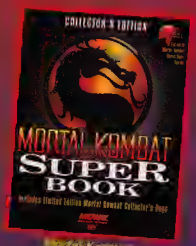

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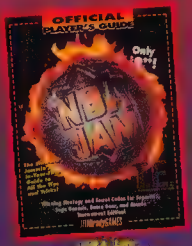

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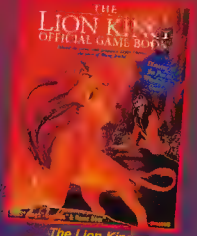

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NEXT WAVE

DEVCON 5

RPG | DATA EAST

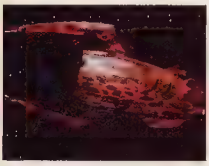
Formerly known as Incoming, (shown a few issues back) this Saturn/PlayStation game puts you in control of a colonial defense system.

Devcon 5 has you using the security system to stop an alien threat that wants to sink its claws into you.

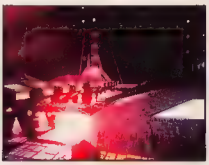
You'll have to keep certain sections of the colony working, like the life-support systems. Devcon 5 can be best described as a modern-day Missile Command. Not only do you have to stop the missiles and other attacks, you must jerry-rig the power supplies and other devices to keep your colony working while under attack.

While Devcon 5 may still be unfinished, this could be one heck of a game when it's completed. It sure looks cool enough.

Make sure the power cells are working properly.



Incoming enemy attacks have mauled your colony.

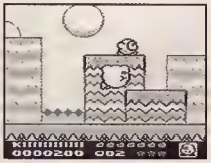


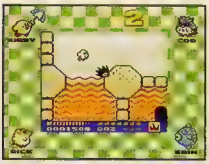
Will you be able to ward off the alien ship?

KIRBY'S DREAMLAND 2

ACTION | NINTENDO

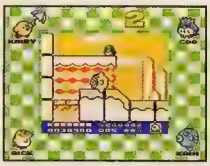
Everyone's favorite ghost is making a comeback with this excellent new adventure. Kirby's Dreamland 2 offers the same great game play of the original cart. You play as a little pink ghost who can suck in enemies and use their powers. This gives you plenty of techniques in which to traverse the many levels. There are all-new enemies and traps to look out for this time around. It's perfect for the Game Boy.



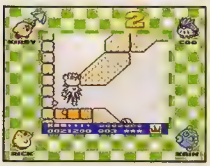


Jumping on the spiny guys will drain all of your powers.

Suck in the right enemy, and you'll be able to fly.



Kirby's Dreamland 2 offers you all-new techniques.



You'll have to figure out how to pass the many puzzles.

PRIMAL RAGE

FIGHTING | TIME WARNER

There have been numerous fighting games released in the arcades over the past year, and one of the most unique titles to appear is Primal Rage.

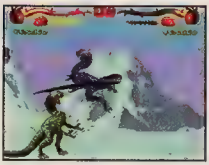
Soon to be released by Time Warner, this title lets you assume the role of one of six gigantic monsters: Two of them are King Kong-like apes. You can play as one of two T-Rexes, a stegosaurus, a raptor or a bizarre hypnotic snake guy called Vertigo.

Just like all of the leading fighting games, this one endows each fighter with an array of deadly attacks and combos.

Primal Rage contains more than it appears to. In fact, this game is loaded with lots of secrets for you to find while playing. It's possible to play "volleyball" with the humans in the backgrounds. There are fatalities and lots of hidden special moves.

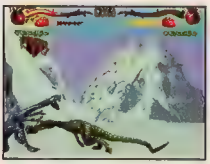
Primal Rage should please any arcade fanatic.

This translation should have everything a hard-core fighter would want. With great graphics and excellent techniques, you'll love this game.



While still early, you can tell it's a good translation.

Each fighter has his own array of special moves.



Be sure to check out future issues for more on PR.

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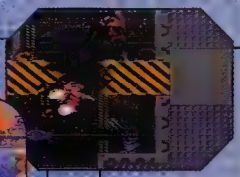

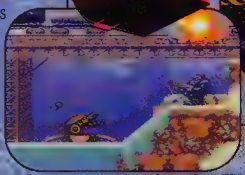

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NEXT WAVE

MINNESOTA FATS: THE POOL LEGEND

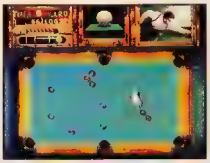
SPORTS | DATA EAST

Data East is proud to present the first pool game for the Sega Saturn. The champion pool player Minnesota Fats has lent his name to this game.

Minnesota Fats: The Pool Legend uses a layout similar to Data East's famous pool series, Side Pocket. You can play a number of pool games, including practicing your trick shots.

The power of the Sega Saturn is visible. The tables look realistic, and there are more options than you can believe. Digitized opponents will challenge you to matches with unbelievable stakes.

Pool is a strange game that grows on you. I recommend it if you need a break from action games. Minnesota Fats: The Pool Legend is good, clean fun.



Measure up the angles, and see if you can sink the ball.

Fats himself will taunt you, or lend some good advice.

This is the first pool game for the Sega Saturn.

F/X FIGHTER

FIGHTING | GTE/NINTENDO

Nintendo has been working with a lot of companies as of late, and the latest result is F/X Fighter. The brains of Nintendo and GTE have joined together to make this Virtua Fighter clone. While it may not compare to the arcade games, you'll find a lot to like about this cart.

First off, it uses many angles to add a drama. Each polygon character has his/her own style. They're all original—no Ryu or Ken clones here...

The F/X Chip 2 is used extensively to bring this game to life. While the polygons aren't texture mapped, you can easily tell what each fighter is.

Virtual fighting games seem like all the rage nowadays, and here's your chance to see it in 16-Bit.

Terak the lizard man battles Jerzan the jungle warrior.

While it may seem a bit outdated by today's standards, F/X Fighter promises to make it up in game play.

COMANCHE

ACTION | NINTENDO

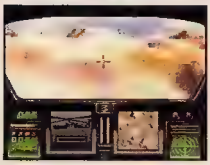
This is perhaps one of the most unique games on the Super NES. Comanche uses the Super F/X Chip 2 to treat players to a texture-mapped shooter.

You must fly your attack chopper deep behind enemy lines and annihilate both their ground and air forces. Use your guns and missiles to stop their supply lines and generally wreak havoc.

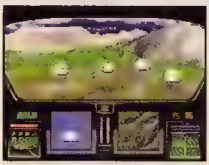
The graphics look as if they are full-motion video, but they allow you to fly where you want. The Super NES' capabilities are pushed to the max, and it only takes a few minutes to get used to the digitized playfield.

The game takes place over various hot spots around the world. You'll fly over deserts and valleys. This is a top-notch shooter that takes the Super NES to the next level.

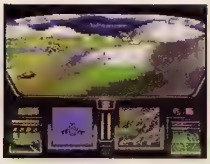
Fly in the narrow confines of a canyon trench.



Enemy SAMs lurk behind the sand dunes.



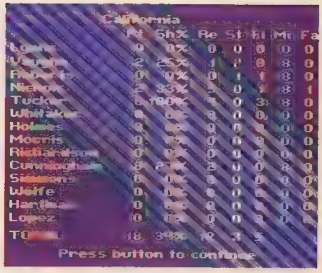
Hit the ground targets with deadly accuracy.



Tanks and choppers will attempt to ground you.

64 hot teams!

NCAA tournament action!



Lots of stats!

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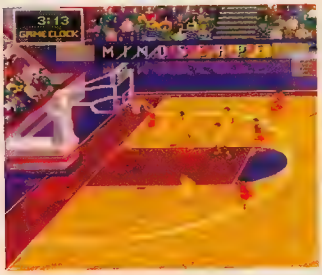

Fast break slam dunk!

Side shuffle on defense! Contact foul!

3-point shot!

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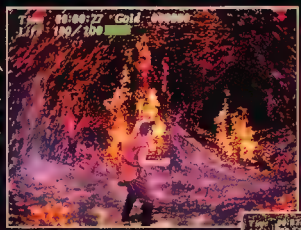
INTERNATIONAL NEWS

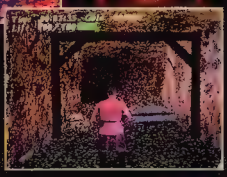
By Nob

Yo gang, as you all know, a lot of Japanese games evolve out of manga (comics) and anime shows. Here are just a couple of examples: Dragon Ball, Yuyu Hakusho, Ranma 1/2 and Gundam. The list is virtually endless.

This year, we should be seeing RPGs for the Sega Saturn based on animes including Blue Seed (from the artist who did Yuyu Hakusho) and Magic Knight Ray Earth. No doubt, we'll see tons of other licensees for other systems including Sailor Moon Supers and Gundam (which has been renewed as Gundam Wing). Guess what? Street Fighter II will be appearing as a weekly brawlfest series, just in time for Street Fighter Zero (Legends in the U.S.) to hit the arcades! I'll be sure to tune in to give you the lowdown on this chop-socky extravaganza!



This time around, Hydlide gets the 3-D, Doom-style treatment.

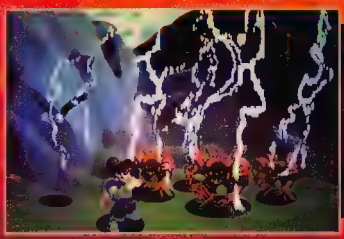


RIG LORD SAGA AND VIRTUAL HYDLIDE FOR SEGA SATURN!

Since their launches last year, the Sega Saturn and the Sony PlayStation have made excellent starts out of the gate with unit sales reportedly topping 500,000 units each. However, to maintain the fast growth, both systems require RPGs, the most popular genre in Japan. Both Sega and Sony certainly recognize this need and are in the process of developing RPGs for their respective systems.

Sega is preparing a handful of RPGs including the aforementioned Blue Seed and Magic Knight Ray Earth. Coming in April will be Virtual Hydlide, the sequel to the old Genesis game. It's being made by T&E Soft (the 3-D golf people) who have changed the 2-D perspective of the original for a cool, 3-D view with full polygons and CG.

Later this year we should see the release of Rig Lord Saga. It appears to be a 3-D-type RPG, but with a much more anime-like character design than VH. Because very little is known about the game, we'll just leave with the first major batch of character designs and preliminary photos Sega just released.



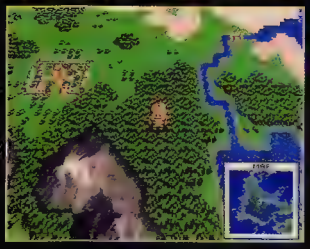
There will be all kinds of magical attacks that use nifty, 3-D effects.

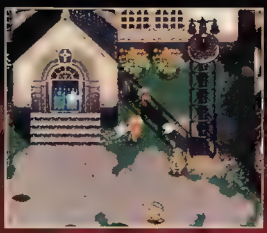
In these shots, one can definitely see how this could be one beautiful RPG!

NAMCO ANNOUNCES FIRST RPG FOR SFC!

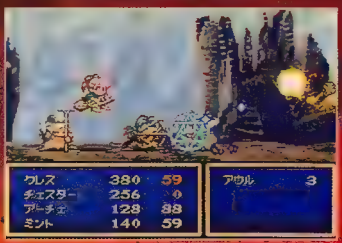
Namco, one of the most distinguished names in the Japanese software industry, has surprisingly never made an RPG for any 16-Bit or newer system. To set things straight, they have begun work on a swords-and-sorcery epic named Tale Fantasia, which weighs in at 32-Meg (same as Square's Chrono Trigger). This game is set in a medieval era with graphic designs by Kosuke Fujishima, the manga artist known for Ah My Goddess. It is played in classic Final Fantasy style with side-view battle sequences. The battles are semi-automatic—you get to control your hero but his sidekicks all fight automatically. Some of the cart's big capacity has been used for a new sound driver that enables characters to shout over 100 sampled speeches during battles.

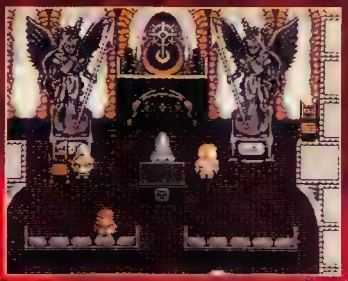
With RPGs like Dragon Quest VI, Tale Fantasia and the latest Final Fantasy in development, the SFC looks quite strong.





Tale Fantasia has new sound capabilities plus 32 megs of memory!





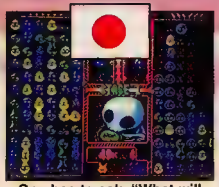
EAST MEETS WEST

These blobs of jelly sure do get around. Originally made by Compile on behalf of Sega for arcades, the wobbly slimeballs have jiggled their way onto many game systems starting with the Mega Drive, where it became one of the best-selling titles for the system in Japan. It soon made its way over to the other systems.

When the game went across the Pacific, it underwent strange changes. On the Genesis, it became Dr. Robotnik's Mean Bean Machine. More recently, it became Super NES Kirby's Avalanche. It's strange that the same game would end up featuring major stars from the Sega and Nintendo camps!

ENTER PUYO PUYO

Just released by Nintendo is Kirby's Avalanche.



One has to ask, "What will happen to Puyo Puyo 2?"

It's Dr. Robotnik's Mean Bean Machine on Genesis.

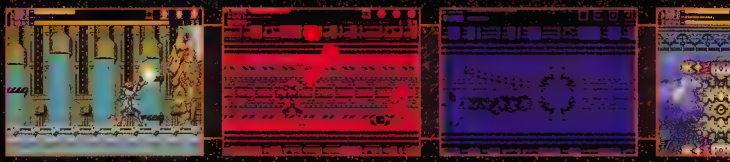
TSD SAMPLER CD!

Tokuma Intermedia just released a strategy guide for Toh Shin Den, Takara's polygon fighting game. (It's believed that TSD has become the biggest next-generation game, outselling Namco's Ridge Racer for PSX and Virtua Fighter for the Sega Saturn.) Strategy guides are a dime a dozen in Japan, so what's the big deal? *TSD Perfect Fighting Guide* comes with a CD containing two playable characters, Eiji and Ellis in cool black outfits or with regular clothes, but with huge heads. The sad part is that the playable stage is only 15 seconds long and lasts one round. If you load up your regular TSD disk, pick the Game Mode, then replace it with the sample CD and pick Eiji and/or Ellis, you can play any Game Mode with the big head or black outfits on!

You can choose big heads or black outfits in TSD SE!

JAPAN

MEGA DRIVE



FACT FILE

Alien Soldier
by Sega of Japan

THEME	SHOOTING
MEGABITS	16
% COMPLETE	100
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	30+
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

- Difficulty Settings ..... ☑
- # of Lives ..... ☐
- # of Continues ..... ☐
- Button Configuration ..... ☐
- Sound/BGM Test ..... ☑
- Password ..... ☑
- Battery Back-Up ..... ☐

Notes: All kinds of options exist. See page for examples.

"Boss 21 ... FIGHT!"

Gunstar Heroes this sure ain't! Welcome to Alien Soldier, where instead of being given huge levels with a multitude of enemies to fight, you must now race against the clock and make it to the end of a six-to-eight screen level to face the Boss (which can be done in your sleep). However, the primary part of the time limit is for the battles with the end level Bosses! That's right, instead of placing emphasis on huge levels to conquer, the bottom line depends on the various Bosses you will meet (approximately 30+ of them). All of the Boss characters use the familiar multijointed styles we have all learned to love from Treasure. Overall, a decent game, but just don't expect lengthy levels.

- Mike Vallas

Options Force ...

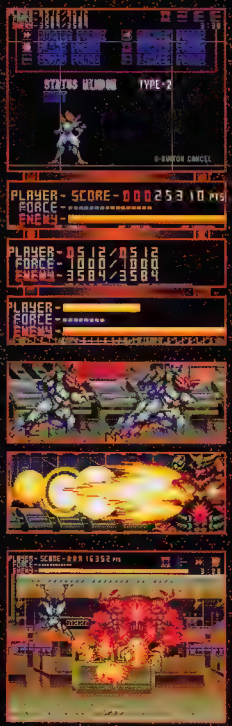
You can set your life meters to different types of combinations, and there are also other various things to do.

You are able to practice your skills before you go into play!

Epsilon 2's skills

Your main character, Epsilon 2, can execute the Zero Dash, that zips you right to the other side of the screen, and will do damage if you are at full health. Shown below are some other skills of yours.

You can cling to the ceilings, hover and block bullets.



Treasure is off on another multijointed, Boss-blasting adventure. Play as Epsilon 2, a mutant who has many capabilities, like clinging to ceilings and using many different kinds of force powers to attack the enemy. Loaded with lots of unusual characters, this is a unique game with classic concepts to boot!

Buster Force

Fires standard and consistent energy pulses.

Ranger Force

A slow but deadly five-way spread shooter.

Flame Force

This powerful , close-range weapon uses a lot of E.

Homing Force

Like the name suggests, homes spurts of flame.

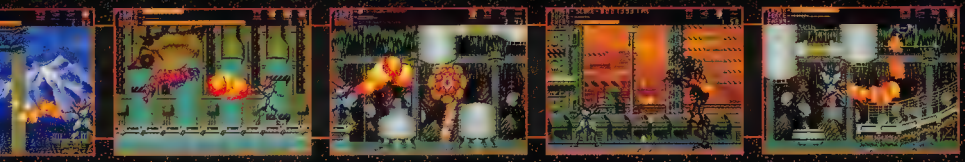
Sword Force

Sword fires a constant stream of energy.

Lancer Force

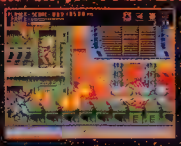
This is a slow, but very destructive energy beam.

ALIEN SOLDIER



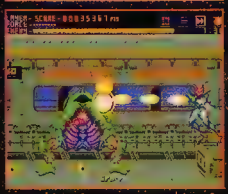
Battle within an Hi-Tech Urban District

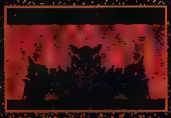
This starter level is set upon a space station. Very few enemies will pose any major threats here, and the Bosses are not all that major to defeat. Be sure to look out in these sections for multiple Power bar-up and at least four life-up meter enhancers. Xi-Tiger will be waiting for you on the airway.

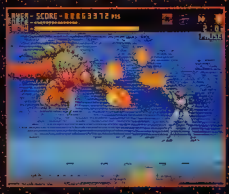


Main Boss 1—Xi-Tiger

After a somewhat confusing transformation, Xi-Tiger attacks with his twin claws and will do multiple stabs and large swings.

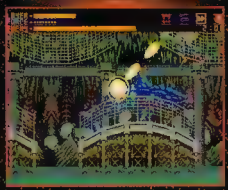


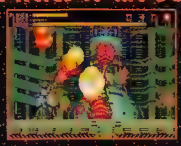


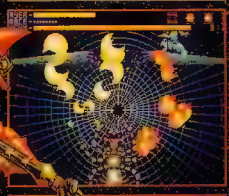


The Bio-Tech fiends to the battle in space

This section is a whole lot longer then the first wave. You first must traverse a water-bio tech field, and do battle with giant sharks and stuff! You will also fly out to space and battle some technical terrors, then the battle wages upon an icy world. Here you will fight a variation of the ultimate nemesis from Gunstar Heroes.

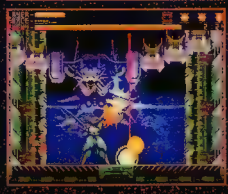


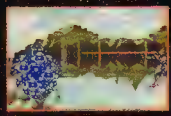


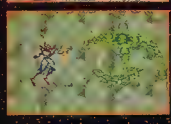


Main Boss 1—Seven Force

Yup! Seven Force is back! This time, he can transform into a boomerang-wielding form, a cat form and many others!







FACT FILE	
SUPER ROBOT WARS 4	
BY [redacted] JAPAN	
THEME	WAR/RPG
MEGABITS	24 + 64K
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☒
- Sound/BGM Test ☒
- Password ☐
- Battery Back-Up ☒

Notes: A special Karaoke Mode has been included.

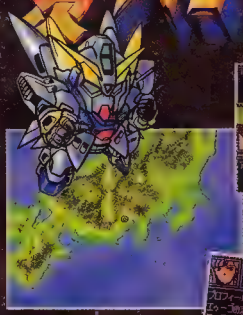
Gundam, Mazinger Z and all the rest!

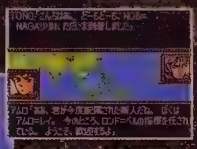
Super Robot Wars 4 is simply a good game. However, I can honestly say that when I was handed this title I didn't know what to make of it. I mean, it was a Japanese military simulation/RPG. What could I possibly say about it? Thankfully our foreign correspondent, Nob Ogasawara from the Land of the Rising Sun, was able to help me out.

What's great about SRS4 is that it's not only challenging, but entertaining to play as well! Basically, it combines all of the popular Japanese anime and manga series in a strategy-type game that plays similarly to Nintendo's Fire Emblem. The graphics and sound effects are spectacular and have a hint of comedy in them. Due to a relatively large cart size, there are some frames of animation hidden in there, too!

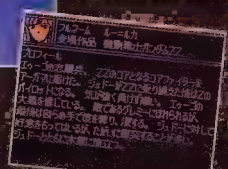
—Tim Davis

第4次スーパーロボット大戦

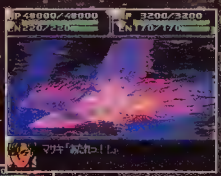




Develop your character from seven skill traits!



Each battle robot has its own devastating special attack!



Added in this cart are frames of video animation to dramatize the battle going on!

Try to save your special, devastating attacks for the most powerful armored enemies who await you.

Watch the amazing transformation of your character from robot to war bird!

Check out the Karaoke Mode complete with anime characters!

MEET PART OF THE CAST!

A character based on the old '70s comic!

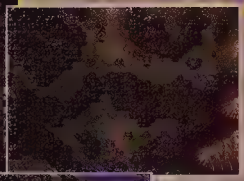
An underwater fighting robot from manga.

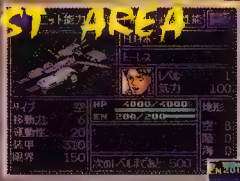
A land robot that can also burrow above ground.

A Getter robot that uses air superiority!

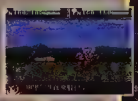
Space robot from the popular anime cartoon!

THE FOREST AREA



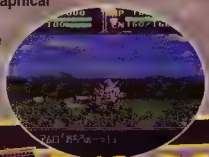


If you get the offensive, let your enemy have it with all you've got for maximum damage.



Each level setting is different, and sometimes geographical features like forests and mountains will affect the accuracy and protection of your forces.

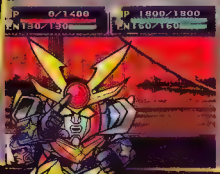
Although the enemy will sometimes get the jump on you, try to dodge the assault.

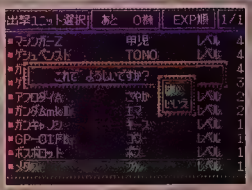


THE PENINSULA BAY

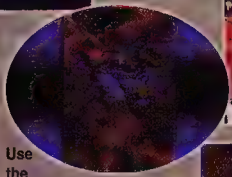
Learn the specifics of each robot; some better at fighting enemies than others.

Check out the stats on the new land as soon as you arrive there.

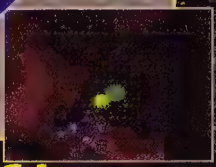




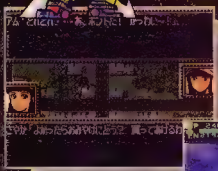
Organize your battle unit so that each character is backed up by another in case one gets in trouble.



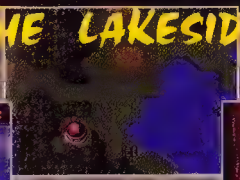
Use the overhead view of the map to plan your strategy for the upcoming battles.



THE LAKESIDE AREA



This is no time to catch some rays at the beach!



Check out the new Getter robot!

Learn the types of enemies you can expect to find before the battles begin.

All three of the Getter robots can combine to form a giant, powerful one!

When you plan your offensive, the screen you cannot reach will blacken out to make it easier for you.

JAPAN

PlayStation

KILEAK The Blood

FACT FILE

BY SONY	OF JAPAN
THEME	ACTION/RPG
MEGABITS	CD-ROM
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	15
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☑
- Sound/BGM Test ☐
- Password ☐
- Battery Back-Up ☑

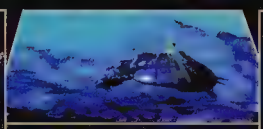
Notes: Game is saved through the memory card.

THE LONE SURVIVOR

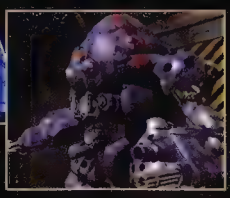
Following in the tradition of such titles as Wolfenstein and the Doom series, comes another thrilling RPG. This time, it's on the Sony PlayStation!

Sony Computer Ent. of Japan has created a great action game that combines most of the elements of the above games with some new twists and much smoother animation. The graphics in this title are simply mind blowing with crisp-looking sprites and randomly added, 3-D-rendered story cinemas along the way! The sound department hasn't been neglected either, with some of the eeriest sounds I've ever heard. A tremendous amount of time has been spent on detail, which makes it very realistic, like you're actually piloting a giant robot armor suit cruising around an enemy installation in the year 2038! If this title makes it over here, check it out!

—Tim Davis



3-D CG-rendered opening cinemas show off just what this system is capable of!

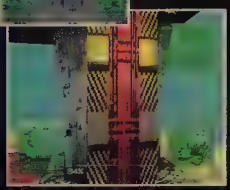


Your platoon has been completely destroyed!

Those missile launchers aren't there to greet you!

Check your ammo inventory often.

Remember the location of these levers.



As you start a new floor, always search for the energizer first, then explore.

The first floor will test your reflexes at using your mecha armor in heavy combat. Access the com. units whenever possible to learn a whole lot more about your mission and what to do next.

Pick up the I.D. card to access this console.

A pulsing beep will warn you of approaching enemies, so listen for it.

You found the enemy conference room! Look around for more clues.

FLY THE PATH OF TOTAL ...

DESTRUCTION

Network up to 8 Players

AIRCARS

E.B.N.E.K.S.™ have control of the worlds nuclear facilities and are in the process of subjugating all of mankind. The only hope to save mankind is your aircar. You must destroy the installations and find the location of their secret base. Beware there are a host of tanks and turrets to stop you. The E.B.N.E.R.S. have also perfected their own aircars to defend their installations and have spies everywhere so you can trust no one – not even your friends. So get ready to play AIRCARS with up to eight of your friends(?) through 32 levels of nerve shattering awesome total destruction.

AIRCARS is available on the Atari Jaguar™ 64-bit Interactive Multimedia System. Game features include: 16-bit 3d digital stereo sound for truly awesome voice and sound effects; Realistic Gouraud shading and atmospheric effects producing a visually stunning 3d world; Multi-player options include up to eight players networked using the CatBox.™

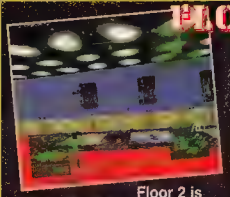
MIDNITE Entertainment Group, Inc.

KIDS TO ADULTS AGES 6+

JAGUAR

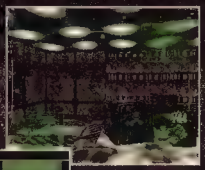
AIRCARS is a trademark of Midnite Entertainment Group, Inc. which is located at [illegible] Rockdale, IL 60436. For game tips and new product information call 1-900-454-4263 (.85 per minute). Kids under 18 get your parents permission). You can find Jaguar in store near you call us at 1-800-4674023. Jaguar and the Jaguar logo are trademarks of Atari Corporation. [illegible] in a CatBox portable Black Cat Systems at 815-968-9888.

FLOOR 2



Floor 2 is filled with all types of levers and switches that you're going to have to solve to continue further. Look for the master control room for the answer.

Be sure to search this room carefully for a secret special item.

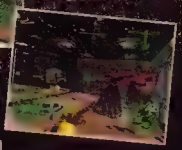


Access the memory logs of Bifross corporation to advance your mission.

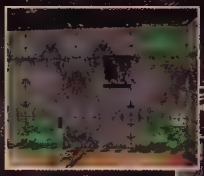
Check out the computer-rendered cinemas that are shown throughout the level!

FLOOR 3

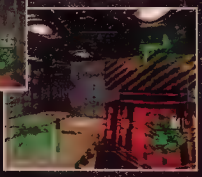
Things start to heat up on the third floor when ground-based gun turrets are brought into it.



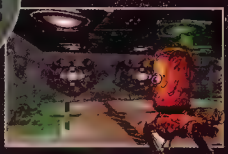
Don't let the items or objects in the room distract you from the artillery being fired from several enemies!



These monitors on the wall are more important than they seem.



Your enemies are more numerous and more powerful in the later stages.

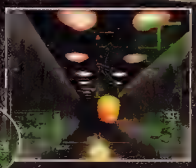


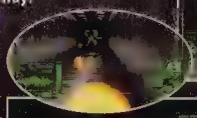
FLOOR 4

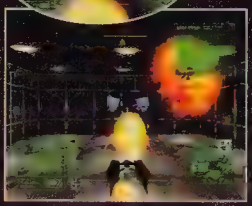
Try to keep moving in a circular motion around your enemy to avoid his fire.

Forget anything you've heard about fighting fair, these enemies are defense robots and are made to take any intruders down! Take any shot you can get.

When blasting swarms of enemies, try not to get caught in the hallway!



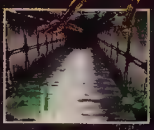


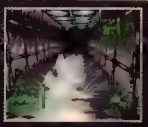


Remember to use the top buttons to maneuver your mech quickly to the left or right to avoid barrages of enemy firepower.

FLOOR 5

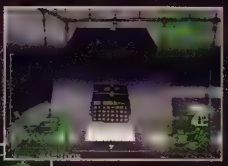
Watch out! The very floor will come



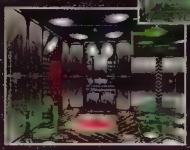


alive right in front of you!

Look at the size of this end Boss! Walk around it to confuse it then open fire.



I wouldn't want to go in there.



Look elsewhere to find the answer to the sequence of the levers you must pull to open the hidden door.

Shut Up and Jam 2 is all the trash talkin', elbow-throwin' streetball you could ever want. The animations are dope and the combination moves are deadly. You've got twenty-five ways to slam. Behind-the-back passes. Double-clutches. Alley-oops. 10 players to pick from and zero refs. And it's the only video game in the world with Sir Charles himself. Enough talk. Get Shut Up and Jam 2. Then take some chump off the dribble and drive it to the hole.

Charles Barkley's name and likeness are used under license by, and Barkley Shut Up and Jam 2 and Sport Accolade are trademarks of, Accolade, Inc. Licensed by Sega Enterprises Ltd. for play on the Sega Genesis System. Sega and Genesis are trademarks of Sega Enterprises Ltd.

SPORT ACCOLADE

FACT FILE

THEME	RPG
MEGABITS	20+64K
% COMPLETE	80%
AVAILABLE	APRIL 1, 1995
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☐
- Sound/BGM Test ☐
- Password ☐
- Battery Back-Up ☑

Notes: Made by same crew as Land Stalker (Mega Drive).

3-D RPG ACTION

A while ago Land Stalker was released by Climax Entertainment. Lady Stalker follows in the same line as Land Stalker and is made by the same company. Perhaps it is a sequel?

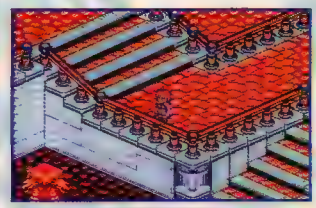
The same innovative graphics as its predecessor provide 3-D maps. This gives it a very realistic look and genuine perception of depth.

The story is long, adventurous and ... swashbuckling. Any RPG fanatic should love this game for its easy-to-get-into plot.

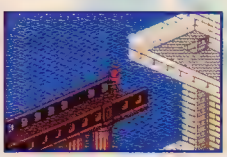
Did you like Secret of Mana or Final Fantasy III? Well if you did, perhaps it was because of the combat system. This game features a method of combat that is very similar to that of the aforementioned games (with respect to turn-based, real-time action as well as pulse-pounding action).

This game shines as another innovative approach to a popular game.

—Jason Streetz



Almost the sequel to the Mega Drive Land Stalker! Using the same perspective engine providing realistic 3-D action, this title ranks among the top in hot new RPGs!



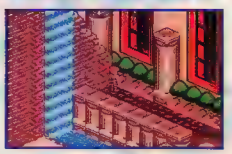
The 3-D graphic engine adds a lot to an already awesome concept in this title.

Lady, a young, impulsive princess, joins her aged advisor and royal cook for an epic journey. Prepare for intrigue, danger and action in this awesome 3-D RPG.

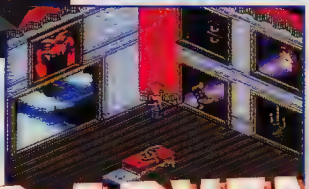
LADY STALKER

3D EFFECTS

Lady and her faithful companions (including a royal cook and her aging advisor) must embark upon an exciting adventure!



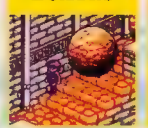
Travel across the game's massive maps.



The scenery and action are all in a 3-D point of view, adding realism to the adventure!

EPIC ADVENTURE

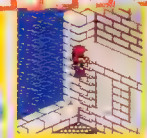
Dodge Boulders



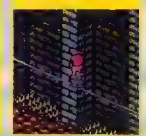
Jump Ledges

Ride Carpets

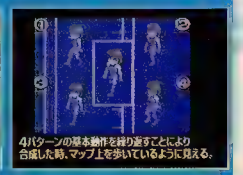
Scale Buildings

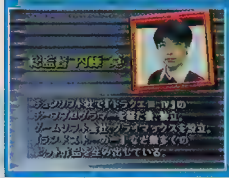


Walk Tightropes



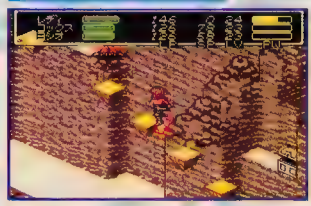
Climax Entertainment

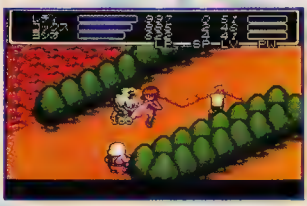




Climax Entertainment is responsible for similar titles like Land Stalker for the Mega Drive. Shown here are some screens from the development of a unique, 3-D-style graphic engine used in this title.

Innovative Combat System

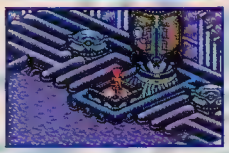


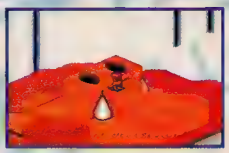


Along the lines of a similar title (Land Stalker) by the same company, this game has plenty of action. One of the more impressive aspects is the combat system used to play out the battles between the heroine and her foes. It is almost a cross between Final Fantasy and Secret of Mana. Still, its style holds its own and is sure to be entertaining.

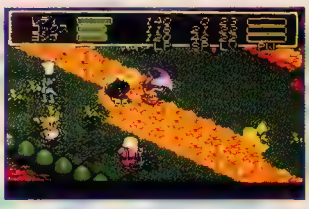
Diversified Terrain

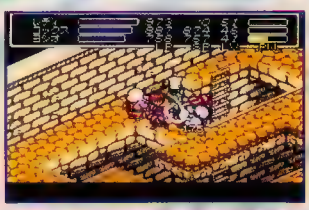
One thing is for sure, there is no shortage of land types in this game. The variety in graphics and sound is exemplary for RPGs and matches those of the game well. To those gamers who have never stepped into an RPG before, this may be a good starting block. The plethora of land types and challenges should keep most gamers on the edge of their seats in enjoyment.

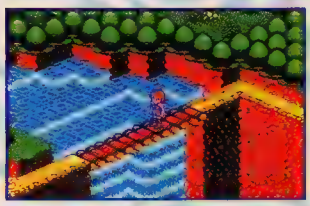




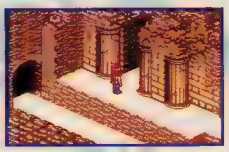
Once engaged in a combat situation, the screen changes slightly, providing a window that displays various numerical data for your quick reference during real-time battle. In addition to the Drop-down Menu, there is a darkened bar across the bottom that displays messages that may include information about events in the battle. This is an impressive method.



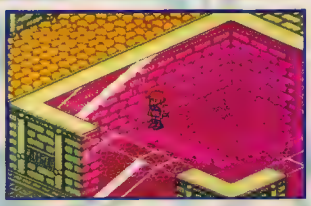


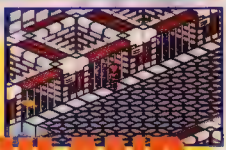


Flowing rivers with bridges are just one of the myriad of map effects you will experience as you traverse this game. It's truly a graphic masterpiece!



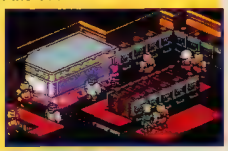
Even if there were no 3-D effects, the maps would be impressive. Still, the 3-D is more then welcome, as well as the colors, sound and challenge.





TO DEATHLAND...

You will encounter many people and places that may lead to some clues. Gathering information will be very important in this game if you plan to conquer Deathland, as described in the book.



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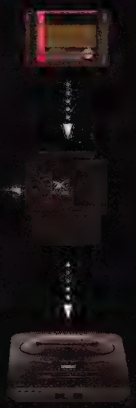

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ARCADE ACTION

明るい運営・楽しいアミューズメント

AOU 1995

AMUSEMENT EXPO

アミューズメント・エキスポ

ALPINE RACER
NAMCO

This full-sized arcade game combines action with video as you actually step up onto the skis and use your own motion to move yourself left and right.

FIGHTING GAME TITLE UNKNOWN
DATA EAST

This fighting game for the Titan looks impressive. Chances are the game won't come here since Tattoo Assassins is already coming out.

MACH BREAKERS
NAMCO

This futuristic Olympics game is a test of speed with a sprint, strength with a monster drag and bravery: skydive 800m without a parachute!

PRETTY SOLDIER
BANPRESTO

This is a fighting game with some pretty women in it. If anime and fighting games are your thing, this is the one for you. Too bad you'd have to be in Japan to play it.

THE OUTFOXIES
NAMCO

This fighting game is interesting because anything on the stage can be a weapon (i.e., throw an elephant at the enemy on the circus stage).

ULTRA X WEAPON
BANPRESTO

This is yet another game based on the popular Ultraman character in Japan. Although this one is an impressive shooter as opposed to a fighting game.

AMERICAN AMUSEMENT MACHINE ASSOCIATION

In our *EGM* coverage of the Japanese AOU show, we previewed some of the hottest games that were there. However, there were several other games we just didn't have the room to mention. There were over 70 exhibitors at the show and many games, most of which won't make it here, were previewed. We also got a hint of the games we'll be seeing at the ACME in Reno, NV. Some surprises at the show, as mentioned in our *EGM* coverage, had to offer was the fact that Cruis'n USA will make it to Japanese shores courtesy of Tecmo. Also, Capcom has a new fighting game with robots called Cyberbots. This game, at press time, will not be coming to the U.S., so it won't conflict with the release of X-Men. That about wraps up our coverage of the AOU show in Japan—take care!

Top Hits Of Japan

Game Machine Magazine™ - March 1995

	Game	Company
1.	Virtua Fighter 2 (Deluxe)	Sega
2.	Ace Driver (Deluxe)	Namco
3.	Ridge Racer 2 (Twin)	Namco
4.	Virtua Cop	Sega
5.	Point Blank	Namco
6.	Daytona USA (Twin)	Sega
7.	Sports Fishing	Sega
8.	Quiz Doremifa Grand Prix	Konami
9.	Daytona USA (Deluxe)	Sega
10.	Wing War (Twin)	Sega

DIRECT FROM JAPAN

Top Ten Arcade Games

RePlay™ - March 1995

	Game/Company	MTH	Ratio	DIST
1.	Killer Instinct (Midway)	1	9.25	47%
2.	Virtua Fighters 2 (Sega)	1	8.88	12%
3.	Tekken (Namco)	1	8.81	12%
4.	Mega Touch II (Merit)	3	7.85	25%
5.	Revolution X (Midway)	9	7.77	42%
6.	Lethal Enforcers II (Konami)	11	7.59	29%
7.	Solitaire Challenge (Dynamo)	8	7.52	16%
8.	Virtua Fighter (Sega)	14	7.31	49%
9.	Mortal Kombat II (Midway)	15	7.22	93%
10.	Operation Wolf 3 (Taito)	1	7.11	7%

MTH refers to the number of months a game has spent on the charts. Red lettering indicates the top number/game of the month.
DIST refers to the percentage of the surveyed arcade and street location operators who have the game on location.
RePlay™ is a registered trademark of RePlay Publishing, Inc.

AMOA OKAYS COIN PUSH

The AMOA, sensing that the time is right to pass dollar coin legislation (in fact, it has been lying on the Democratic Congress' floor forever), has contracted with a Washington D.C.-based consulting firm, Valis Associates, to spearhead a major effort for approval of a dollar coin in the new Republican Congress that took office in January.

AMOA feels that a dollar coin is essential for future amusement needs. What this means to you is that an automatic dollar coin-operated game is right around the corner. Look for games that probably would have gone for 50-75 cents a pop, go for an easy $1 coin.

The U.S. is the only industrialized nation in the world without a $1 coin in wide circulation. With the new congress in the balanced budget amendment mood, it's sure to pass. The estimated savings a year in changing paper to coin is $395 million a year.

NEW LASER GAMES RELEASED

As you arcade addicts are well aware, the ACME show is around the corner, and one of the companies to look at this year is American Laser Games. They have several games to showcase on March 23. First, in an admitted departure from the live-action shooters that made them famous, ALG is introducing Mazer for their 3DO-based arcade system. Players of Mazer pick from one of four oppressed individuals on a conquered Earth, each with special weapons and abilities. Aliens have maze-like military bases, and the idea is to save the humans and destroy the aliens and machines.

The game play cycles through four different levels each containing trapped humans, a robot "energizer," robot drones and a robot Boss. Players try to free all the humans, destroy the energizer and defeat the Boss robot in the shortest possible time. Also in ALG news, Crime Patrol and Gallagher's Shooting Gallery featuring the comedian Gallagher, are available in kit formats as opposed to the full-sized, expensive machines.

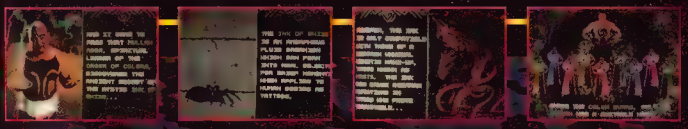
DARKSTAKERS: THE CARTOON

In the tradition of some of the hottest cartoons today—*Batman, X-Men, Spider-Man*—Capcom USA along with Graz Entertainment join together to bring the adventure, comedy and horror of Darkstalkers to life in a brand-new syndicated weekly TV series based on the arcade game. With the upcoming release of Darkstalkers 2, the timing for the cartoon is perfect. The series will follow the adventures of Bobby Bridges, your average kid-next-door who befriends an eerie entourage of supernatural characters. Together they transform Bobby into the Earth's secret champion to defend the world against an impending alien invasion. The characters of the game and consequently the show, are as follows: the leather-clad Lord Raptor, a rock 'n' rollin' zombie; Felicia—an aspiring teen actress who, without a moment's notice, can transform herself into a feisty, yet friendly werecat; Rikuo, a South American merman; Sasquatch, a modern day Bigfoot; Dimitri Maximov, the mysterious vampire; Werewolf Jon, a shaggy, silver local from London and Morrigan, the Scottish succubous renegade among others.

The debut of the Darkstalkers cartoon will coincide with the release of several games for 32-Bit systems. (Look at last month's news section for info on X-Men and Darkstalkers.) These are some of the first games available for the new 32-Bit systems. Darkstalkers should be a success after their launch of the #1 *Mega Man* cartoon series.

TATTOO ASSASSINS™

And so the story goes...



FACT FILE

by Data East

THEME	FIGHTING
VERSION	N/A
% COMPLETE	100%
AVAILABLE	NOW
# BUTTONS	6
# PLAYERS	1 OR 2
CHALLENGE	HIGH

OPTIONS CHECKLIST

- QSound ☐
- Dolby Stereo ☑
- Voice Channels ☑
- Jamma Board ☑
- System 32 ☐
- Cartridge ☐
- Translation Pending ☐

Notes: Has over 200 fatalities and some flatulent special attacks

TATTOOED!

This fighting game is interesting, to say the least. The game encompasses many aspects some people feel are lacking in fighting games. There are 200 fatalities in this game, some of which you've never seen: dropping Burgertime patties on heads, putting their likeness on Whistler's mother, American Gothic and blowing fire out of your rear end. Uh huh. The sound is excellent as well. About halfway cranked, it will blow you away. Overall the playability is like Mortal Kombat except for an added Tattoo button that offers easy access to fatalities. The game mechanics themselves are leaps and bounds better than what we saw at the AMOA.

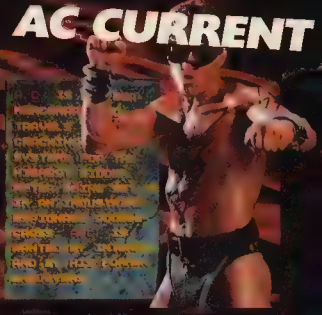
—*Mark Hain*

NUDALITY!!!
One of the best parts of this game is also the grossest. Fire diarrhea at your enemy, along with farts, vomit and a rather impressive array of fatalities.
Aww ... couldn't you wait until we got home to do that?
SICKENING MOVES!

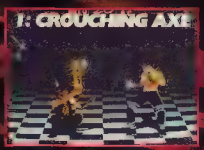
KARLA KELLER

1. T-T-[D]-FP
2. A-A-T
3. A-T-FP
4. Q CIRCLE-BP
5. A-A-A-D[]

AC CURRENT



BILLY 2 MOONS

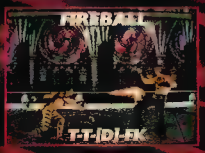


1. Q CIRCLE-FP
2. D+BP
3. A-T-BP
4. (IN AIR)T-T-T

LUKE CORD

1. A-A-[D]-FK
2. A-A-[D]-FK
3. T-T-T
4. DEF (D-D)

MAYA



1. DEF-DEF-D
2. Q-CIRCLE-FP
3. A-A-D-BK
4. Q-CIRCLE-FK
5. D-D

TAKARA

TRUCK DAVIS

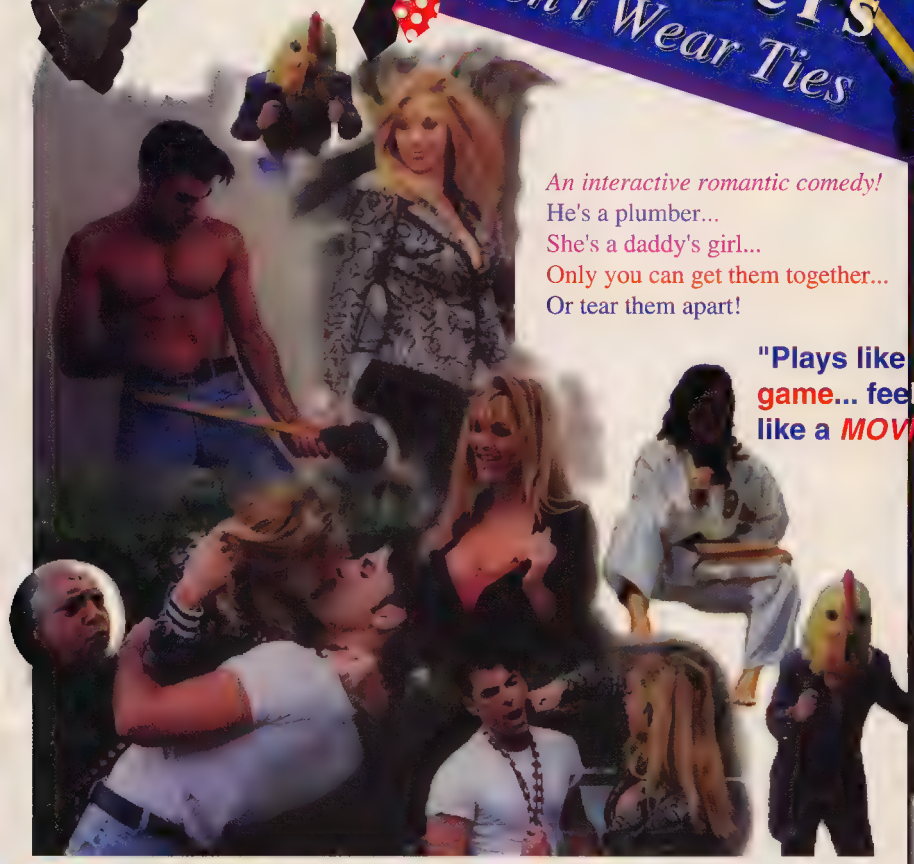
DEREK O'TOOLE

A 3DO EXPERIENCE

The Reviews are in!

"It's brilliant!" "It's TRASH!" "Narrators...KEWL!" "I couldn't stop laughing!" "<Sobbing> Made me cry my score was so low!" "Don't bother me, I'm still playing!"

Plumbers Don't Wear Ties



An interactive romantic comedy!

He's a plumber...

She's a daddy's girl...

Only you can get them together...

Or tear them apart!

"Plays like a game... feels like a *MOVIE!!!*"

17

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HANNAH

KOLDAN

Koldan is not alone in his quest for evil. Before you take on the big man himself, you must fight a half-rhino/half-human monster named Rhina, a decomposing human named Deke Kay and a light-based creation called Prizm. Rhina is the first encounter, yet she seems the hardest of them all, next to the 100 foot tall Koldan.

...and his merry henchmen

FATALITY!!!

Lastly, one of the best features is the amount of things you can do after a match is over. Each character has 25 fatalities for a total of over 200 fatalities, such as slashing to dropping a DeLorean on their head! You can also make them beg for mercy!

EVIL CAN RUN BUT IT CAN'T HIDE.

CAPCOM

MARVEL COMICS

GENESIS

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FACT FILE

THEME	FIGHTING
VERSION	N/A
% COMPLETE	N/A
AVAILABLE	N/A
# BUTTONS	6
# PLAYERS	1 or 2
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

- QSound ❑
- Dolby Stereo ❑
- Voice Channels ❑
- Jamma Board ❑
- System 32 ❑
- Cartridge ❑
- Translation Pending ❑

Notes: No options available at this time.

The Saga Continues

You say you're not tired of Street Fighter yet? You say you've seen the movie and hunger for more? Well, here it is! The next game in the Street Fighter series is based on the recently released movie that featured your favorite arcade characters brawling it out on the silver screen. The game features digitized animation and several features that were absent from previous Street Fighter games. Among the new features are throw *reversals* (as opposed to escapes), button-charge moves, desperation moves and multiple super moves for each character. Capcom states that there are *plenty* of hidden stuff. Hidden stages, hidden moves and who knows what else! All in all, it will be interesting to see whether gamers around the globe will accept this new Street Fighter game as a revolutionary new fighting game, or just another clone in the long line of SF2 upgrades.

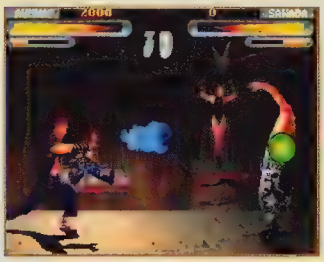
- Jason Morgan

Check out the Character Selection Screen! You'll notice a few new faces, as well as a few absentees. On the left is the Character Selection Screen from the Super NES version of Super Street Fighter II. The cartoonish appearance of the characters has been abandoned for a more realistic look.

All in all, the look of the Street Fighter series has been almost completely revamped for this game. There is still the health meter, as well as the timer and power-up meter. Aside from that, it's a whole new ball game. The digitization reminiscent of the Mortal Kombat series adds color and realism when applied to the Street Fighter genre. The background in the picture above is quite an eyefull! It's also taken right from the movie, but more on that later.

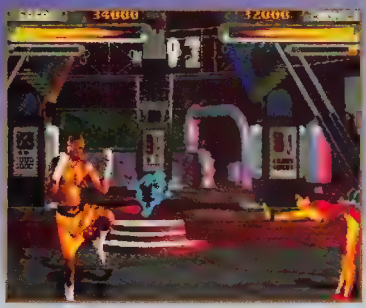
Did I mention backgrounds? Yes, there are plenty of new ones: ranging from the tranquil, to the distracting, to the downright bizarre—the interesting new scenes are sure to turn some heads. If you've seen the movie, you'll probably recognize the various fighting locations. If you haven't, you can still enjoy the change of scenery from the same old Street Fighter backgrounds. There are even hidden stages, which is something previously unseen in the Street Fighter games.

Recognize the guy on the left in the picture below? That's right, you can now play as Akuma and without any special codes. You'll also be able to control Guile's commanding officer, Captain Sawada. The final new character, and one you may be a bit confused about, is Blade. Blade had little or no part in the movie, so it's a bit of a mystery as to what his story is! Perhaps with the release of the game, we'll learn more. Below, Sawada and Akuma battle it out in front of a ... well ... *captive* audience.



HEY, BLOOD!

Yup! No longer can you complain about Street Fighter being a bloodless, colorless fighting game. Capcom has reversed its long-standing ban on blood and has chosen to include the sticky stuff for this game. It's definitely a big change for the SF series, and something you'll notice right away. Many gamers have complained about Street Fighter being "tame" or "behind the times" because it didn't have the gore that characterized its biggest rival, the Mortal Kombat series. These days, blood, gore, fatalities and other brutality is par for the course with such games as Primal Rage, BloodStorm, MK and MK2 plus the current arcade champ, Killer Instinct.



Due to its new digitized look, some fans of the Street Fighter games were wondering how well the special moves would be translated to the new format. Check out the pictures and judge for yourself. Chun Li's Bubble Punch has been replaced with a Flaming Bird. Balrog's Dash Punch looks much more impressive. Sagat's Tiger Shot now looks ... different. Of course, it's a matter of personal taste as to which version looks better, but it's kinda nice to see a noticeable change in the look of the series.

Recognize this pose? Any Street Fighter afficionado will identify the picture to the right as Chun Li's (extremely annoying) Flying Kick. You know, the kick designed to foil just about any move except for a Dragon Punch. Chun Li is in the new game, as is her female counterpart, Cammy. Chun Li has always been a good character for beginners, but there's no word yet as to whether she'll have the same moves as in previous Street Fighter games.

THROW REVERSALS

Mention throws to many Street Fighter fans, and you will probably get a cold glare in return. Considered by some to be the refuge of the cheap, throws have gotten a bad reputation among fighting fans. Often, two gamers stepping up to a Street Fighter machine will agree in advance *not* to throw—it is considered to be too much of an advantage, thus taking the skill out of the game. Now, however, throwing represents a great peril. Throws can be reversed, even up to three times! The third reversal is final, and will cause great damage to the throwee. Throws can be escaped with no damage done.

DESPERATION!

Another thing missing from previous Street Fighters was the Desperation moves. If you've played Fatal Fury 2 or Fatal Fury Special, then you know what I'm talking about. It's a move you can do *only* when your life meter is almost empty. It's usually something fairly complicated or hard to pull off. No word yet on how difficult it is to do a Desperation move in this game, but hopefully it won't be too bad. Cammy's desperation move is a grenade toss.

From game...

The Street Fighter games have appeared in many incarnations, but they have been limited by Capcom's reluctance to bring out Street Fighter III. They sidestep the issue with this latest release, and of course only time will tell if it will be as popular as previous releases. Popularity is what brought it to the silver screen, but some wondered if popularity was enough. Street Fighter (the original) never made the tremendous splash that its sequel did, as indicated by its many upgrades. These pictures show the steady progression of Street Fighter II, from its spare graphics and basic animation, to lush backgrounds and detailed characters. All versions, however, retained many similar aspects.

SUPER MOVES

One of the biggest improvements in Super Street Fighter II Turbo was the addition of Super moves. When you do special moves or hit your unblocking opponent, you'd build up a meter in the lower left corner. When it's filled up, you'd be able to do a Super move, causing great damage to your opponent. The difference for this SF game is that each character has *multiple* Super moves!

NEW MOVES

This new Street Fighter wouldn't be much of a new game if the characters didn't get new moves! Fortunately, they do. For a start, Bison's new electricity attack looks quite impressive. Also, Cammy has added a whip to her arsenal, which can only mean trouble for her opponents. Vega's new claw slashes are guaranteed to make you wince as the blood flies!

to movie...

So the ultra-popular game made it to Hollywood. Guile's quest to defeat the evil dictator Bison brought many of Capcom's immense fighters to the big screen, as well as a couple of new ones. The movie featured Jean-Claude Van Damme as the hard-punching Guile, and the late Raul Julia as the crimson garbed villain, Bison. The movie wasn't the box-office bonanza that Universal Studios had hoped, but it did lodge Street Fighter into the general public's consciousness, at least for a while.

to game!

That Tiger Uppercut sure looks different now! Or does it? We've still got Sagat doing a TU on a hapless victim, so what's changed? Obviously the graphics. Perhaps the playability.

Certainly some of the bells and whistles. The Desperation moves, throw reversals and extra moves are nice, but isn't this just another SF2 incarnation? Head to your local arcade to find out!

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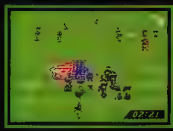

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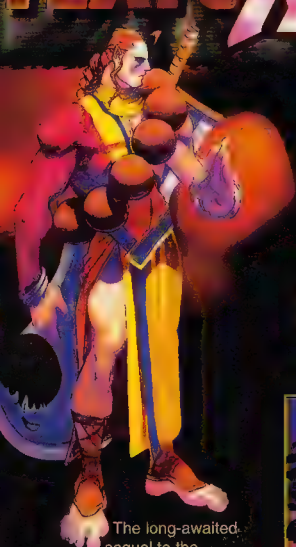
SPECIAL FEATU

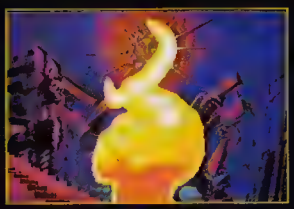
NIGHT WARRIORS

DARKSTALKERS' REVENGE

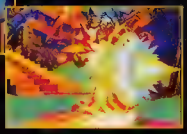


PLAY AS THE BOSSES

PRYON

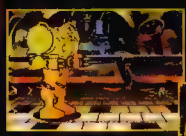


As with most fighting game sequels, you'll be able to play as the Bosses from the original game. You can choose from



HUITZIL

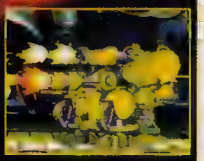
either Pryon or Hutil. You will be able to use the special moves that they used effectively against you in the first Darkstalkers.

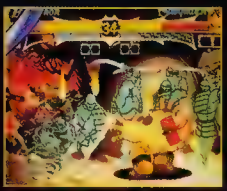


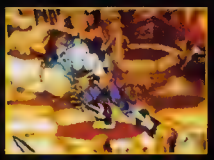
The long-awaited sequel to the arcade smash is on its way. Darkstalkers 2 is like the original because all of the original characters are back, but there are two new characters and you can play as the Bosses from the first game. Darkstalkers 2 has improved the graphics, making the characters more realistic, and Q-Sound technology that gives the illusion of 3-D sound really pulls you into the game. The new characters and the ability to play as the Bosses make this a top-notch sequel. The auto block feature is a nice addition for the novice fighting game fan. Watch for it in the arcades.

Choose from all of the original characters or the two new ones.

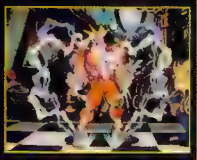
Most of the special moves for each of the characters are here, but you will also have new moves to master. There are also two new characters that you can also play as. The specials seem even more vicious than they did in the first Darkstalkers arcade.







The moves appear to be better animated than the original, and everything in the game is more detailed than before. The moves are done in a Street Fighter fashion.



As you can see from the above pictures, Capcom has made the moves for Darkstalkers 2 more interesting and graphically superior. More moves and even more combos combine to make a great game!

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SATURN SATURDAY SEPT. 2!

Sega has told ***EGM²*** that their official launch date for the Saturn in the U.S. will be Sept. 2, 1995. It is tentatively dubbed Saturn Saturday. The price will be between $350 and $450; however, the pack-in game has not been determined yet.

WHAT'S COMING...

VIRTUA FIGHTER	*BUG!*
CLOCKWORK KNIGHT	*DRAGON PANZER*
VIRTUA SOCCER	*PEBBLE BEACH GOLF*

NEW PERIPHERALS COMING!

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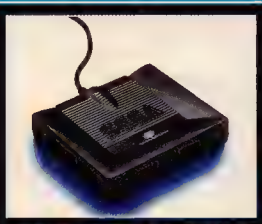
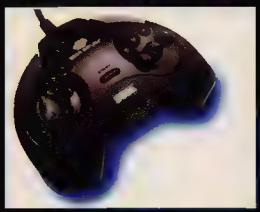


SIX-PLAYER ADAPTOR

When combined with select games, you and five of your friends will be able to compete against each another. From fighting games to sports, this is a great option.

The standard controller is ergonomically shaped for comfortable play. It features eight buttons (two on top), plus a Start button.

THE CONTROLLER



RAM BACKUP

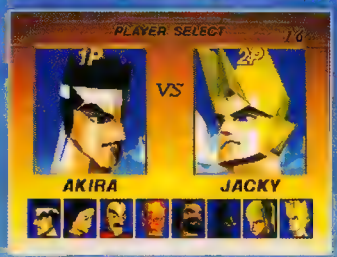
Since technology currently doesn't allow saving on a CD, the option of storing game information on RAM backups is invaluable. Perfect for those who save often.

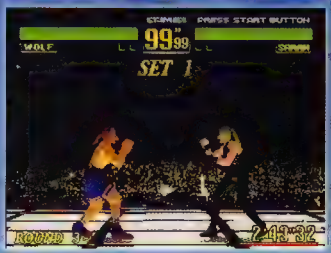
SATURN PERIPHERALS

Virtua Fighter

We've known this one was coming for a long time. Virtua Fighter changed the way we looked at fighting games forever. Now this revolutionary game is going to be released for home systems at the same time as the Saturn. Very little has been lost in the translation from arcade to home.

All of the fighters in Virtua Fighter use real fighting styles, with none of the usual, fantasy elements like fireballs. No sir, this is as real as it gets. The fighters' styles range from ninjutsu to common street fighting.





EIGHT WARRIORS

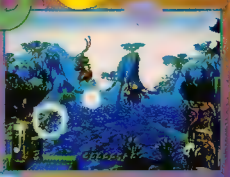
All of the action of the hot arcade game is ready for you to play at home!

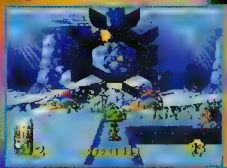
BUG

Sega never strays too far from the Sonic formula. Bug!, their latest title, contains much of the same game play as their previous action carts.

You play as a teeny-tiny bug that must traverse a number of worlds during a grand adventure. Like the earlier games, there are bonus levels that use 3-D effects.

Bug! puts the Saturn through its paces with the sheer amount of graphic detail. Since it's a CD, expect the audio to be decent as well. Bug! joins Clockwork Knight in ushering the new era of side-scrolling action games.





PEBBLE BEACH GOLF

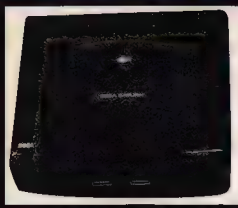
If golf's your game, Sega's new Pebble Beach Golf is sure to light your fire. This simulation features some of the genre's most impressive graphics. If this first sports title was any more realistic, you'd be cleaning your cleats.

SATURN HARDWARE

Hitachi's version of the Saturn has been labeled the Hi Saturn. Its features haven't been confirmed, but karaoke attachments seem likely.

HI SATURN

JAPAN



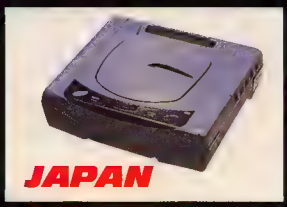
USA

THE SATURN

The basic Saturn will be released by Sega themselves. It will be the first version available. If you want a basic setup, this is it.

No, it's not a new Gundam mech ... it's the latest Saturn design by Victor. This zippy machine should be released with a lower price.

V-SATURN



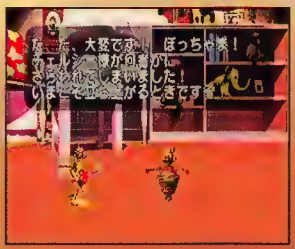
JAPAN

CLOCKWORK KNIGHT
Pepperouchau's Adventure

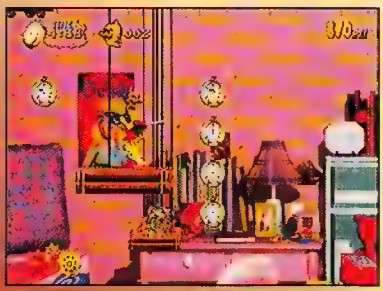
Clockwork Knight has been chosen as one of the games to show off the hardware's capabilities. Clockwork Knight is your standard, side-scrolling action game with lots of eye-popping visuals along the way. The rotation, scaling and multidepth parallax make CK a game to wow your friends with.

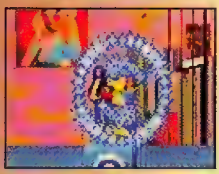
Despite the overused, save-the-princess theme, Clockwork Knight offers some challenging game play and quite a bit of technique.

If you want to see cool special effects, load this one up!



If you want to see what the Saturn can do, check out the FX of Clockwork!

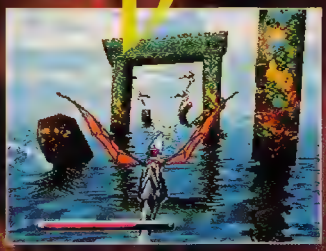


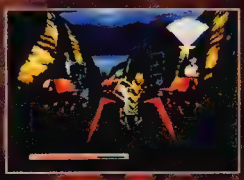


PANZER DRAGON

A SHOOTER FIT FOR A KING...

Dragon Panzer is a great-looking shooter that utilizes a three-dimensional perspective. You ride atop a giant dragon, battling other fantasy-based warriors. What makes Dragon Panzer so cool is that the danger can come from any side. You can look in nearly every direction. The graphics are made up primarily of polygons. Look for an upcoming fact file!





VIRTUA SOCCER

Using the power of the Saturn, the players are rendered smoothly and realistically.

AS FUN AS THE REAL THING!

This game joins Pebble Beach Golf as one of the first sports titles set to hit store shelves for the Saturn. Virtua Soccer is easily one of the most realistic soccer sims, with its polygon rendition of players. It contains multiple views, so you feel like you are really there on the soccer field. It's top-notch!

ON THE HORIZON...

GET READY TO RACE...

Sega's popular arcade racer, Daytona USA is set to be released a short time after the system. To make this game the most realistic racer around, a special steering wheel will be available. The graphics of Daytona USA are unbelievable. If you're tired of chucking quarters into the coin-op, this is the ideal way to play this hot racer, and this is a first-generation game!

The thrills of the arcade come home with Daytona USA.

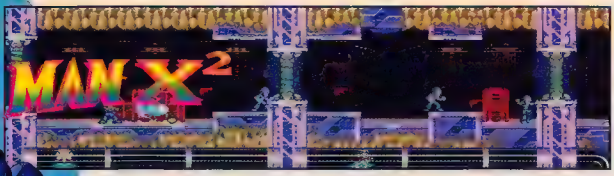
DAYTONA USA

THE OFFICIAL DAYTONA STEERING WHEEL...

SPECIAL FEATURE!

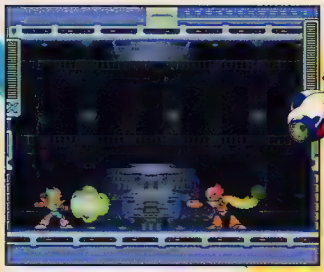
MEGA MAN X²

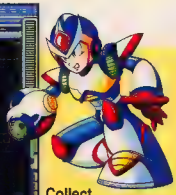
STRATEGY GUIDE



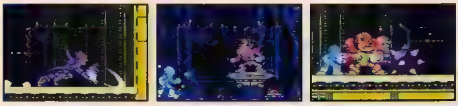
Things start out pretty slow and straightforward in the introduction, but be assured that the rest of the game is nowhere near as clear cut. It's not overly difficult, but it's riddled with secret stuff.

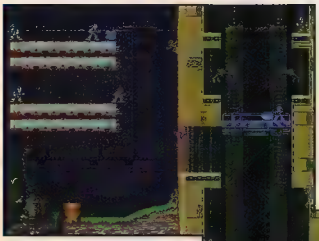
Welcome to part two of the Mega Man X² Strategy Guide in this issue of ***EGM²***. Sure, you know how to beat all the Bosses and get all the enhancements, but are you truly a master of the game? Not until you've read through and accomplished everything you'll find on these two pages. Learn the locations of more life bars, secret power-up zones and other goodies!





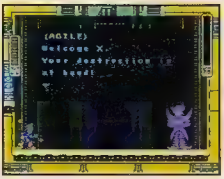
Collect all three Zero Parts or you will have to fight him in the end!





You can locate the X-Hunters in areas such as the one below in various stages. They are usually hidden somewhere, like under a bridge or over a secret passage.

There are a lot of entrances to the X-Hunter's lair, but only three are active at a time. Look on the main map to find which ones are currently open.



AGILE

Agile is just that—agile. He glides across the screen swinging his sword. Unless you have the reflexes of a rabbit, you are going to get gakked. His attacks are fast and deadly, plus his shots are the size of the screen.

VIOLENOID

He is the easiest of the X-Hunters to defeat. Aside from the occasional jump-and-land-on-you attack, his attacks consist of large swings of a giant, spiked wrecking ball. Stand still and blast him.

THE X-HUNTERS AND ZERO

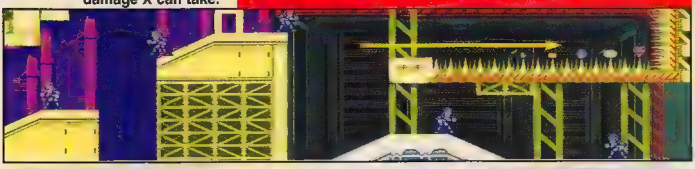
It would be in your best interest to find and defeat the X-Hunters before going on to fight Sigma. If you do not take all the body parts back from them, you will have to fight Zero before Sigma! He is in no way easy to defeat. Save yourself the trouble.

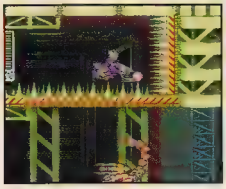
ZERO

His shield is really annoying. He only lets it down while jumping through the air, and he never stops attacking you. Watch out for the mines he plants on the ground. Also, try climbing the wall and timing shots.

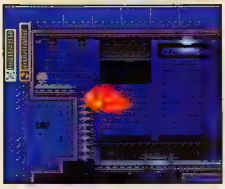
POWER BARS

There are several power bars in MMX². These increase the damage X can take.



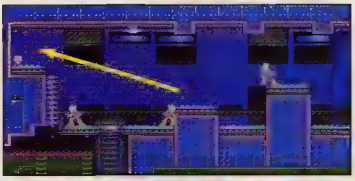


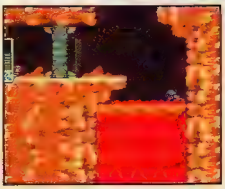
Several obstacles must be jumped using the power bike before you can ride it inside the structure—jump over the ledge and acquire the life bar. Unfortunately, this usually results in the loss of a life. Don't worry, you have two more energy bars.



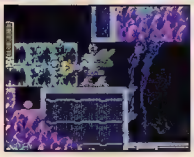
Time and skill allow you to snag one from the Flame Stage ... before the lava catches up with you, that is!

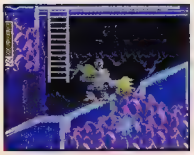
The Flame Burner must be double charged. It can then be used to dash across the spikes to the heart tank.

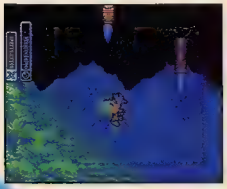




Use the fully charged Bubble weapon for some super jumping. With some patience, you may discover a hidden life bar.

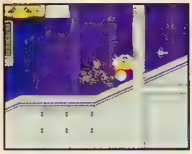


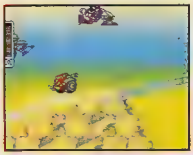




Hot Tip: Use the dash button while on the cycle for extra speed.

The cycle is needed for a Charge Station and a life bar.

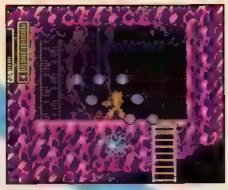


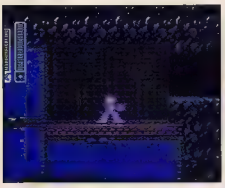


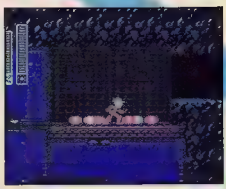
ACCESSORIES

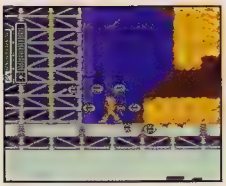
CHARGE STATIONS

The Charge Station is one of the only practical applications of the Charged Silk Weapon. You must have the double charger, and fully charge the Silk weapon in these special areas to receive unlimited supplies of power capsules or energy pellets.









You can find these stations in the Desert Stage (just before the large diagonal bridge, jump up and back with the bike), on the Deep Sea stage (just below the sea door which opens) and on the Crystal Stage (in that apparently useless room atop a ladder).

Use the Armor to reach one of the X-Hunters on the crystal stage.

SPECIAL FEATURE!

Inside the Media Dimension at CRYSTAL DYNAMICS

A VISIT TO PALO ALTO...

Looking like a team of international professional bowlers, members of the Review Crew and Team EGM went on tour to San Francisco to visit Crystal Dynamics at their Palo Alto, CA, headquarters in order to play some of the games they've been working on for more than a year behind closed doors.

This issue, we have found the key that will unlock Crystal Dynamics' new 32-Bit universe. While many companies are struggling with the transition from the 16-Bit to 32-Bit arena, Crystal Dynamics, since its inception, has had their sights set on the 32-Bit.

Now they're getting ready to lock 'n load for the launch of GEX, a green gecko with a fetish for flies. GEX will be released first on the 3DO, then it will come out on the Sony PS-X and the Sega Saturn. Since mid-April, GEX has been the marquee title and the pack-in game for the Panasonic FZ-10 unit.

The game itself features unbelievably smooth Silicon Graphics-rendered game play segments. Dana Gould, HBO comedian, is the voice of GEX. Crystal Dynamics is banking that their fast-talking, tail-whipping gecko will become a household name.

WHAT ARE THEY UP TO...

There aren't any flies on the programmers at Crystal, and lizard action is not the only thing they've been up to. They've created a new Championship Sports brand name with the voice of former CNN anchor and award-winning sports journalism sensation, Van Earl Wright, at the microphone.

Crystal is stepping up to the plate and they are hoping to go "deeeep out to the wall in left field" with 3-D Baseball '95! The game features 3-D polygon players, a Major League Baseball Players Association license and various unique views of the playing field. The game will be ready to coincide with the launch of the Sony PS-X, which is scheduled for the second week of September. Sega Saturn gamers will also get their simulation when that system is released.

Crystal's programmers didn't stop to sit on the pines, give each other the hot foot or go on strike. Instead, they moved on to their next sporting challenge, basketball.

They don't have Grandmama or Sir Charles to take it to the hoop, but they've made a basketball engine they can build on. They also have the fast talkin' "king" of sports journalism, the voice of Van Earl Wright. Van Earl is on fire in this game and his one-liners of the play-by-play lets you know who's taking out the trash and who's rockin' the rim. Van Earl's assortment of flashy phrases take this game beyond the next level.

"Van Earl is great," said Scott Steinberg, marketing director at Crystal Dynamics. "We had the sound studio booked for two full days thinking that we would do some of the voice-overs, then take a break for his voice. But no, the man was a prince, or should I say 'king.' We finished all of the voice work in one day."

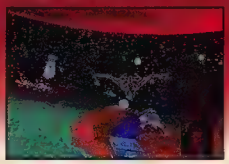
They already have versions of this game programmed for Sony's 32-Bit machine and the Sega Saturn. They're also pursuing negotiations with other companies to add key ingredients to what is already a gourmet game-playing experience.

As if that's not enough, the gang at Crystal is also working on a 32-Bit "Zelda beater" for the Sony PS-X, The Legacy of Kain.

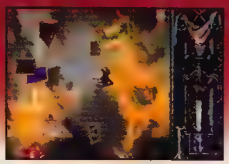
"If you look at where the adventure category has gone, consumers seem to be tired of tackling immature puzzles. Gamers have gone

Crystal Dynamics' 1995 Line-up!

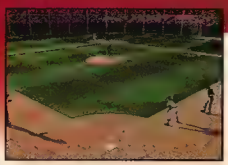
Slam 'N Jam\3DO



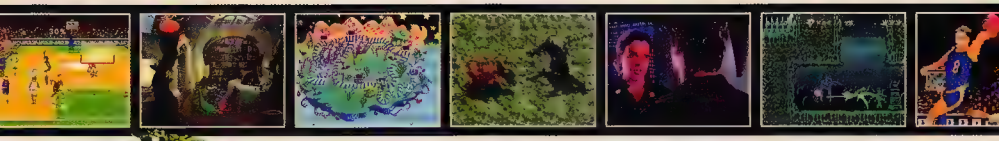
Solar Eclipse\Saturn



The Legend of Kain\PS-X



3-D Baseball '95\PS-X, Saturn



through that cycle," Steinberg said. "Now gamers have that been-there, done-that attitude when tackling adventure games, and we plan on taking them past that with The Legacy of Kain." It will be released first for the Sony PS-X, then the Sega Saturn.

By design, The Legacy of Kain has plenty of blood flow. As the main character, make your way through the game and consume hemoglobin to continue the quest. Your character can morph into three different forms: a vampire, a wolf and mist, providing game players with unique experiences.

The experiences don't end there as Crystal has some secrets locked away. They won't reveal these until E³. Stay with ***EGM*** and ***EGM²*** as we will reveal these secrets for all the world to see. For now, kick back and check out what Crystal has been up to and the people who make these games a blast.

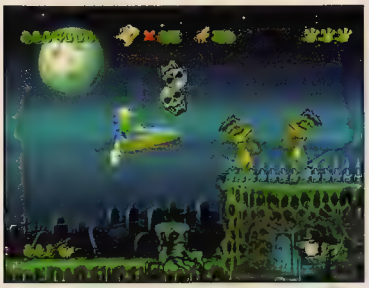
Meet some of the brains behind Crystal Dynamics' hottest titles

Mark Wallace
Legacy of Kain Producer
Jim Curry
Product Mktg. Manager

Lyle Hall
GEX Producer

Mira Ross
Lead Artist of GEX

Steve Henifin
The Music Man



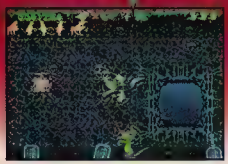
Scott Steinberg
Marketing Director

CRYSTAL DYNAMICS™

Chip Blundell
Marketing Coordinator

Crystal Dynamics' 1995 Lineup!

Dragon's of the Square Table\Saturn and PS-X



GEX\3DO

SUPER NES

THE HORDE

FACT FILE	
THEME	PUZZLE
MEGABITS	8
% COMPLETE	90%
AVAILABLE	2ND QTR. '95
# PLAYERS	1
# LEVELS	25
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☐
- Sound/BGM Test ☐
- Password ☑
- Battery Back-Up ☐

Notes: The password letters are hard to read, so write them down carefully.

None Shall Pass!

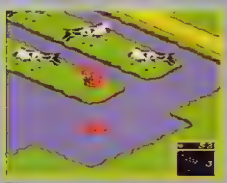
I was a little leery about playing The Horde on the Super NES because the cinemas from the 3DO version weren't going to be there. Then I remembered that most of the fun of the game was the actual game play. Sure the cinemas are funny, but they don't make the game.

I put the game in and played for quite awhile. I was very impressed: Everything except the cinemas (and Kirk Cameron, thankfully!) was there, including the voices of the archers saying, "You can count on me!" in that really annoying, high-pitched screech. For those who haven't played the 3DO version, now is your chance to experience how much fun this game is. Even though some parts get frustrating, you will find yourself coming back for more. This game retains a high level of replay value since you never play the same game twice.

—John Gurka

Your cows are the most important thing in the game. Protect them at all costs. The best thing to do is put a wall around them, because you can dig up the wall and get your money back. The more cows you have out, the more money you make—but your risk is higher.

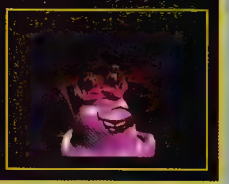
You earn money by keeping the Horde away from your crops and cows. Cows are worth 25 gold pieces for every one that is not maliciously eaten by the Horde. If your cows are on rocks, you will not receive any money for having them. Keep them on grass or in the swamp. Keep your villagers alive—the more villagers you have, the more crops they grow. Remember, keep plenty of funds reserved, because you might forget about the tax man and he will pop up unexpectedly. If you don't have enough money when he comes around, you lose your land.

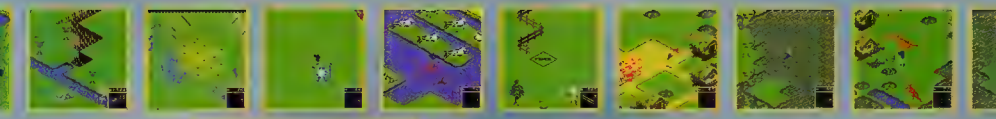


That pesky Horde just loves to eat your cows. Make sure to keep some archers by your herds or people around your house will be listening to you yell, "Get off my cows!"

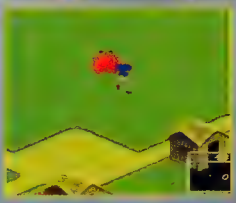
CINEMAS CAN'T COMPARE!

You'll find that the cinemas in the Super NES version don't really compare to those of the 3DO. That is because you just can't do full-motion movies on a 16-Bit platform. However, it is still a good conversion overall.





This is the first and easiest level. Concentrate on buying as many cows as possible and keeping them productive. Use walls and ditches to protect them. The further in the game you get, the more money you're going to need. You can earn the most money in the first two levels. Plant saplings all over the place, for planting can be done for one gold piece and you receive five gold pieces when you dig them up.

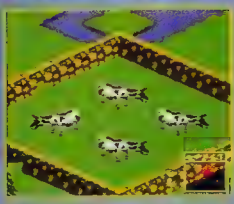


SHIMTO PLAINS

These are the nastiest Hordlings you will meet. They take up to 10 hits to kill, and if they hit you, you're dead. Also, if you swing the sword too much without hitting anything, you will get dizzy. That will leave you open for an attack. Buy the healing stone as soon as possible—it refills your life for only 20 gold pieces. Watch your radar and subscreen to see from which direction the Horde is coming.

ALBURGA

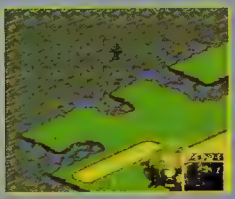
The queen of all tree spirits tells you there are living creatures within the trees that you are not to destroy. That means you should not dig up trees in this level. If you decide to be daring and dig up too many trees, your game will end. It doesn't really matter if the Horde eats the trees, so don't worry about protecting them. Just make sure you do not destroy them. Plant and dig up only your saplings. Instead of messing with trees, concentrate on buying cows and keeping them productive.

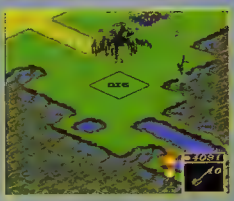


There are many ways to protect your cows. The best way is to build up masonry walls that you buy from the shop. Before you leave a land for a new one, pick up the cows and walls to get your money back. You can also dig a moat around your cows. More often than not, the Horde will die trying to swim to them. The masonry walls can be broken, so listen up for the Horde.

BUUZAL

This level is hard to play. Not only does the swamp bog you down, but the villagers can't live on it. The only thing to do is plant saplings that will produce a tree with some land around it. You will be able to add on to your original land mass by growing trees next to it. Keep as many archers as you can afford—they will help keep the Horde out of your town—and you'll be a happy camper as a result!





Your cows can eat the grass of the swamp, but it is very hard to protect them there because you can't put up walls or dig moats. The best thing to do is to place them and hire three or four archers to watch over them. Keep in mind that the archers will help significantly, but they cannot always keep the Horde away. Keep your ears open for the sound of a cow being swallowed. Have your teleportation ring handy and hope that you make it!

SUPER NES

PREHISTORIK MAN

FACT FILE

THEME	ACTION
MEGABITS	8
% COMPLETE	95%
AVAILABLE	MAY
# PLAYERS	1
# LEVELS	23
CHALLENGE	MODERATE

OPTIONS CHECKLIST

Difficulty Settings	☑
# of Lives	☐
# of Continues	☑
Button Configuration	☐
Sound/BGM Test	☑
Password	☐
Battery Back-Up	☐

Notes: There is a Language Option; either English or French.

The Stone Age

The first thing I thought when I started up this game, was "Oh great, another easy, cute kid game." But it only took about one level before the tight control and fun game play proved me completely wrong. There is also a cool story line that is supplemented with more than a few subplots and mini-quests. All and all, I think everyone will agree that this cart is a lot of fun.

—Paul Ojeda

Animation

Good animation always adds to a game, but in this case it absolutely makes it! This little dude is really very fun, and so is the game.

Icons

At the end of each level, you will see what percentage of icons you collected.

Your village is starving, so collect as much food as you can.

Four of the little hearts are worth one big heart.

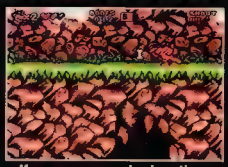
The chief of this village checks how well you did.

There is a store on this level, so you can spend your bones.

In the store you can buy two secrets or a continue.

Ancient Bridges

The main goal of this level is to find the spotted lion and kill him for his skin. With his skin, the professor will make a hang glider that you'll need in the next level. This game is full of secret areas and icons. Check for all the secrets before moving on.



If you use your look action, you will find hidden caves.

Cloud Canyon

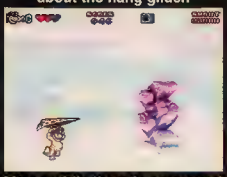
This level is rather short, but a lot of fun to play. Once you get on your hang glider, collect the icons that are floating all over the screen and try to make it to the other side of the canyon.

The cop says that you can't fly here and he gives you a ticket!

He made good on his promise about the hang glider.

Run until that glider is full of air, then jump!

Dive to gain speed so you can stay in the air longer.

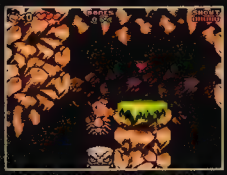


After a while there is no ground, and landing means death.

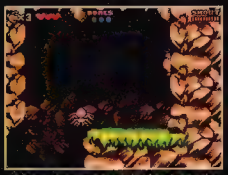
All of the icons are in plain sight, but they're hard to get.

High Jungle

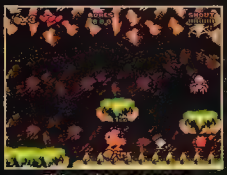
The object of this level is to find all three of the stones that you will have to put into the head of the statue that is blocking the access to the next level. The old chief will give you some valuable advice so listen to him carefully.



Stand on the spiders so they will take you across the hole.

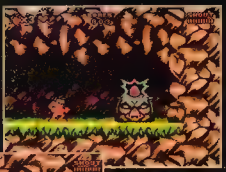


After the second hole there is a secret opening in the wall.

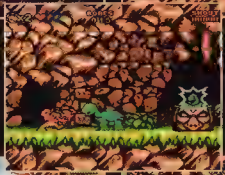


This spider protects you from the spikes.

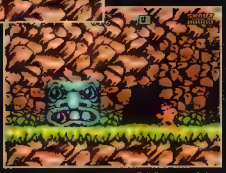
There will always be people like the chief here to clue you in on what's happening in each level. If you talk to him just once then you haven't heard enough, because the more times you talk to him, the more information he will give you.



After you get all the gems, you can take them to the statue.



The gate will open once all the stones are in place and you can go to the next level.



SUPER NES

BOOGERMAN

A PICK AND FLICK ADVENTURE

Someone stole the isotope Snortium 357 (don't bother looking for it on the periodic table; it's *quite* rare), and now Snotty Ragsdale must take on the guise of Boogerman to find it! Travel to the dimension X-crement and gak the nasties before they find an evil use for the Snortium!

FACT FILE

BY INTERPLAY

THEME	ACTION
MEGABITS	24
% COMPLETE	70%
AVAILABLE	MAY
# PLAYERS	1
# LEVELS	36
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☐
- Sound/BBM Test ☐
- Password ☑
- Battery Back-Up ☐

Notes: Final version may have more options.

NEED A HANKY?

Boogerman is probably the weirdest game I've ever seen. Yeah, that's the word I'm looking for—weird. It's not really that disgusting, in fact, it can be quite hilarious at times.

All of Boogerman's animations are exaggerated, and tend to be quite absurd at times. Sometimes it feels as if you're in the middle of a bad B-movie—it's great!

The copy I played did not have sound, but if it's anything like the Genesis version, it's gonna be a blast! Everything from belches to farts, and his ever-popular, "Booger!" will be in full force.

Boogerman controls well. I had no problems getting Snotty to go where I wanted him to go. My only complaint is that Boogerman can get gakked quite easily.

Overall, Boogerman is an above-average action game. The flatulence factor adds a new twist to the action genre, and the unique theme of the game makes it a joy to play.

- Ken Badziak

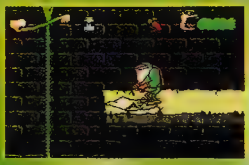
HICKBOY???

Meet Hickboy, the very first Boss in Boogerman. He'll try to stop you with rotten eggs or his boomerang-like chicken. It's really easy to get gakked here, so be careful!

LEVEL 1: FLATULENT SWAMPS (Pee-u!)

Hey! What's that smell? You're in the Flatulent Swamps, your typical, easy first level. Enjoy (the stench!).

Go down the toilet to get into the underground sewer system.



The sewers are dark and dank. Watch out for enemy patrols.

The outhouse is a saving point should you happen to die.

Most of your foes can be wiped out with a flick of a finger.

The nose teleporters will take you from one area to another.

Those trees ... they're talking to me! Ah ha ha ha ha ha!

DEATH OF A BOOGER

ICONS

Collect for a bonus level!

Gives you a loogie attack.

Capes restore full health.

Allows Boogerman to fly.

Replenishes booger meter.

Beans add to the gas meter.

CHECK OUT BOOGERMAN'S ZANY MOVES!

BELCH ATTACK

VINE SWING

LEAP

ROCKET FART

FART ATTACK

BOOGER!!

Road Runner 2 Wile E. Coyote's REVENGE™

Check out this other great Road Runner game by Sega. Desert Demolition is another you chase the coyote or the coyote chases you game.

It's time for the Coyote to start looking for another succulent Road Runner recipe and consult his Acme blueprints.

Level One is a straight-forward level with many Acme goodies like packs of dynamite.There are also lots of obstacles that you must overcome, like a huge quicksand pit and falling boulders. You also have to navigate around many cactus-filled pits.

Watch out for Falling Rocks

Just like coyotes all over the Southwestern United States, you to will have to watch for falling rocks, tumbling boulders and the unexpected cliff drops. If you're not careful, you'll end up a pancake.

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FACT FILE

Road Runner 2 in Sunsoft

THEME	ACTION/ADV
MEGABITS	8
% COMPLETE	50%
AVAILABLE	2ND QTR. '95
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☐
- Sound/BGM Test ☐
- Password ☐
- Battery Back-Up ☐

Notes: Unavailable at this time.

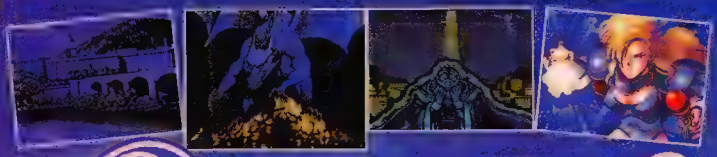
Beep Beep!

Road Runner is at it again, bothering us peaceful coyotes. And I, Wile E. Coyote, am not going to stand for it any longer! I am going to catch that bird and make Road Runner stew out of him. At least that's the position you take in Sunsoft's Road Runner 2: Wile E. Coyote's Revenge, the sequel to Road Runner's Death Valley Rally.

Conveniently, Death Valley is littered with crates from Acme. Use the products that you find in those crates to catch that pesky Road Runner. It's a coyote's dream come true! The sound effects that accompany this game are good and it plays well.

- David Ruchala

SUPER NES



Brandish

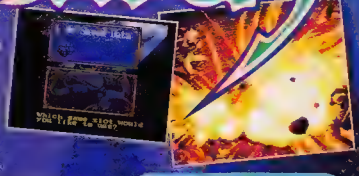
FACT FILE	
THEME	RPG
MEGABITS	12
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

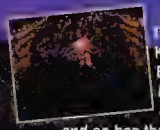
- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☑
- Sound/BOOM Test ☐
- Password ☐
- Battery Back-Up ☐

Notes: Battery back-up may become available at time of

and thought to conquer the world with it.



Brandish stores up to two saved games at a time.



The evil King Berebus has been cursed, and so has the rest of the land of Berimya!

Visit the local shops!

HELPFUL ITEMS

HAMMER — Discovers secret walls.

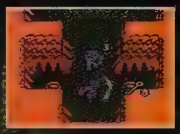
KEYS — For doors and chests.

POTION — Replenishes health.

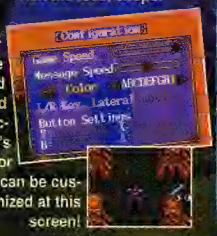
CHESTS — May hold items.

S. SWORD — A powerful weapon.

S. BALLS — Discovers traps.



You only have weapons for a certain number of swings.



Your game speed and character's color can be customized at this screen!

Welcome to the Underworld!

Brandish is Koei's latest entry for their successful strategy game line. In Brandish, a unique approach was taken to include a mix of action, role-playing and strategy into a single game!

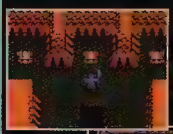
The time is yesteryear and the evil king has been cursed by a powerful dragon, sending the entire land into the Underworld! After falling down a dark hole, you find yourself miles below the surface, in the ruins of the ancient city!

Options in this game include customizing the game speed, controller config and even the color of your battle armor! The entire game is shown from an overhead perspective, except when entering shops and talking to people. Fortunately, you have a map to mark your progress! All of these things, combined with a twisting story line, make Brandish a game like no other.

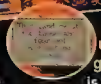
—Tim Davis

AWAKEN IN THE RUINS

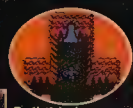
Keep in mind that there is a way to open every door.



Don't waste any keys on these chests; they're empty.



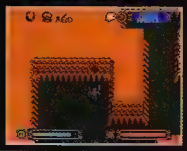
The underground is full of ancient riddles!



Waterfalls replenish your health!

Pull this lever to advance here.

Buy and sell merchandise in trade shops!



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HE2D1

True Lies

FACT FILE
True Lies
by Acclaim

THEME	ACTION
MEGABITS	N/A
% COMPLETE	100%
AVAILABLE	APRIL
# PLAYERS	1
# LEVELS	10
CHALLENGE	MODERATE

OPTIONS CHECKLIST

Difficulty Settings	☑
# of Lives	☐
# of Continues	☐
Button Configuration	☑
Sound/BBM Test	☐
Password	☑
Battery Back-Up	☐

Notes: Has four different controller configs to choose from.

I'll Be Back?

Nope, you're not the Terminator, but you might feel like him. You're special agent Harry Tasker out to stop the international terrorist Abu Aziz from detonating the nukes he stole. This excellent game follows the movie very closely. The sound is above average, and when the volume is turned up, you can almost feel the shotgun recoiling after you eliminate a terrorist. The control is well done. My only complaint is that you have to double tap the A button to get him to dive roll. This makes it twice as difficult to avoid shots taken at you. The graphics are excellent, yet the massive amounts of blood are just a little overdone. The best way to stay alive is to take your time and avoid taking some enemies on face to face. If you can use the walls, boxes and other objects to avoid enemy fire, do so. because the levels become increasingly difficult, and so do the end bosses.

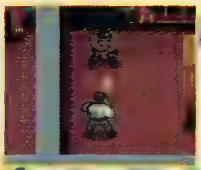
- David Ruchala

True Icons

The icons shown above are your life blood. The first one is an extra life icon. This will, of course, give you an extra life. The next is a health pack that will give you some of your life back. Next is ammo for you flame thrower then you have ammo for your uzi and finally you have ammo for your shotgun.

Weapons

Shotgun

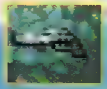


Wether there is a large grouping of guys or just one the shotgun is the best close range weapon. in the game.

Uzi

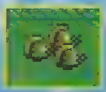
If you need a long range weapon, than the uzi is for you. It sends alot of bullets in very tight grouping.

Flame Thrower



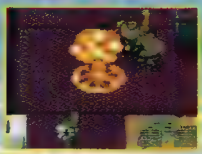
Do you like your ribs crispy? I thought so. You'll love the flame thrower's fast-kill potential.

Grenades



Grenades can kill almost anything in one hit but there very hard to use against all bust the slowest moving targets.

Anti-Personnel Mine

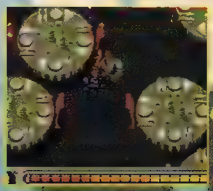


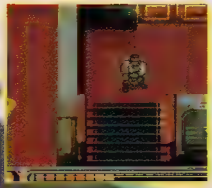
When there are a lot of terrorists chasing you, pop one of these in their path and they won't be anymore.

True Lies™ TM & © 1995 Lightstorm Entertainment, Inc.

The Levels

The Chateau



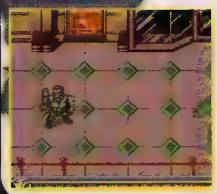


The Chateau is the first level. Your mission is to attach the modem to the computer and download the information you need. On the first level of the mansion, the guards will ignore you, but when you hit the second floor, be ready for some serious action.

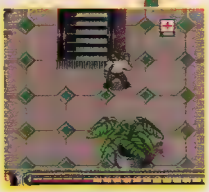
The Slopes

The slopes are where you'll make your escape from the Chateau. You just stirred up a hornets nest in there and they're coming to get you. Don't try to kill all of the guards. Just run for your life. Watch out for the guards on skis and snowmobiles.

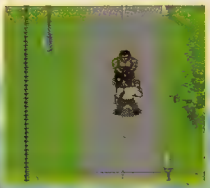
The Mall

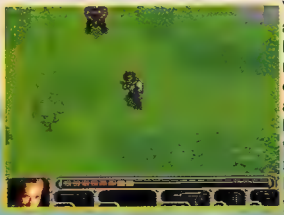


Do you think you're here to shop? Your mission is to capture Abu Aziz. He's fled into the mall, so go get him. There are a lot of places in the mall that Aziz's men can hide. You'll need to know how to slide around corners while firing if you want to last to the next sale.

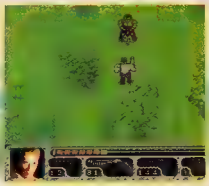


The Park





You thought the park was a place where you could kick back and relax. It's not while there are a bunch of Aziz's men running around! This time you'll have to deal with terrorists who are toting rapid-fire machine guns. Plus, they love throwing grenades at you.



The Subway

Aziz and his men control the subway system. Your mission is to find the secret base and destroy the computers. Watch out, now you'll have to fight guys who pack their own flame throwers. Be careful or you'll become BBQed ribs.

NIGHT TRAP

FACT FILE

THEME	ADVENTURE
MEGABITS	CD-ROM
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	HARD

OPTIONS CHECKLIST

- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☐
- Sound/BGM Test ☐
- Password ☐
- Battery Back-Up ☐

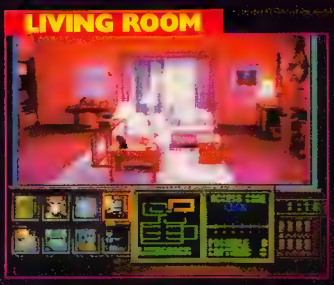
Notes: There are no options.

Gotcha

Digital Pictures' controversial, full-motion, interactive CD-ROM video game is now on the Sega 32X. The digitally remastered 32X version allows Night Trap to have a 50 percent larger screen and show four times as many colors as the original Sega CD game. This allows for a much more realistic-looking experience. With the 32X, the enjoyment of the original is multiplied by the excellent full-motion video and interactive story. As with most FMV game, the player pretty much sits back and hits the button when the games tells him to. The same is true for Night Trap. However, this is a big improvement over the Sega CD version. The screen is bigger and there are more colors. It just plain looks and sounds better. For an FMV game it is still exciting because the time you have to hit the button is very short. The actresses are attractive plus the story is consuming and well written.

—David Ruchala

ROOMS OF THE LAKESHORE WINERY HOUSE



There are eight rooms you must continuously scan for trouble. Each of the rooms has numerous traps that can handle most unwanted encounters. Watch your screen and trouble bar very carefully.

Each of the rooms has at least two different traps that are used. However, most are trap doors and look the same. Some of them are quite fun to watch. Watch closely because they can come from unexpected places.

These are the first bad guys you meet. Just wait until the bar turns red.

They'll come through the patio door. Wait until the bar turns red and they're near the bookcase.

Now they are coming through the bedroom window. The timing on this one is critical.

This trap is easy. The trouble bar stays red for a good amount of time.

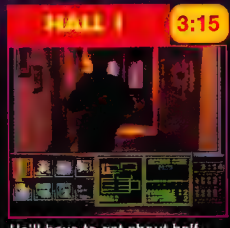
Stay in the bathroom and another visitor will come along—another easy capture.

You'll only be able to catch one of them. The timing here is very critical.

Nabbing this guy is easy because he stands on the trap for a long time.

Watch your bar closely because he wanders around a lot before he hits the trap.

Another easy trap. The guy is walking on a collapsible staircase.



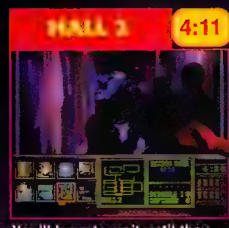
He'll have to get about half-way down the hallway before the trap can be activated.

Another easy, lets-stand-on-the-trap-forever-and-see-if-we-can-get-caught traps.

This is a hard trap because he is walking past the bookcase very quickly.

They want to get out of the house but you still have to trap them.

The outside captures are among the most difficult in the game. Just watch your bar.



You'll have to wait until they get half-way down this hall before you can capture them.

FACT FILE

ROAD RASH
BY ELECTRONIC ARTS

THEME	RACING
MEGABITS	CD-ROM
% COMPLETE	80%
AVAILABLE	NOW
# PLAYERS	1 OR 2
# LEVELS	5
CHALLENGE	MODERATE

OPTIONS CHECKLIST

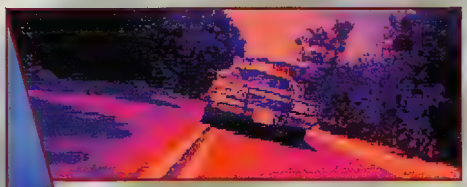
- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☐
- Sound/BGM Test ☑
- Password ☐
- Battery Back-Up ☑

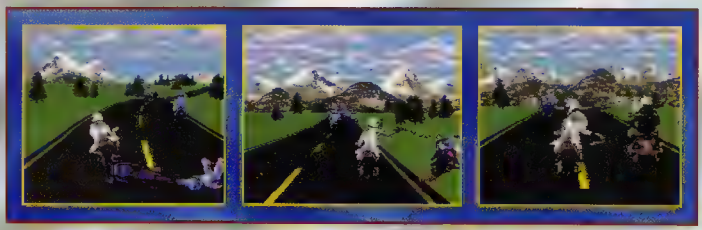
Notes: Has volume control for engine, music and sound effects.

ROAD RUMBLE!

Introducing the radical, road-rippin' game of Road Rash! All you racing fans out there, rev your engines and break out those weapons. It's basically the same game as the 3DO version, but with a few added options, such as the ability to control the volume on the sound effects, the engine and the background music. You can also activate the music videos when desired. Music by Soundgarden plays while you're racing to give a more intense feel as you breeze on by those jerks! There are eight riders to choose from each with his/her own individual personalities. The game itself is a rush! Run over pedestrians, deck other bikers and outrun cops to the finish line. Take a look in the bike shop and purchase a brand-new Diablo Vipera with 1000cc's! You have to win a whole lot of races to get this baby. Who knows maybe you are cut out for a little road rashin'.

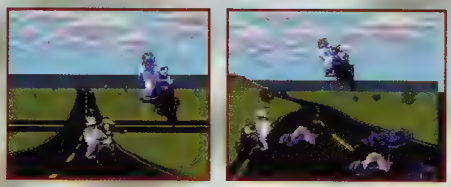
—Carey Wise



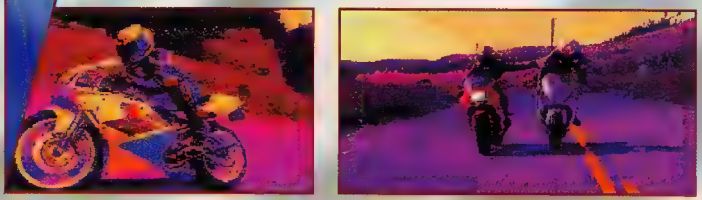


Here in the Sierra Nevada, it's every man for himself! Experience the rip-roarin' power as you tool down the highway. Try to use your weapons as much as possible to avoid conflicts. You can even use them on the highway police to avoid getting that expensive ticket!

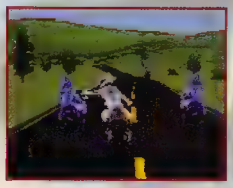
The game's soundtrack is the latest in thrashing rock music and will get you pumped! Tired of racing? Just switch to the juke box and catch a good video.



Along the Napa Valley it gets pretty flighty. It seems like you spend half the race in the air! For some reason, pedestrians like to get in your way. It's alright, they provide a good launch pad!



If you happen to lose your weapon, you might consider using a powerful kick...



...or a backfist to your opponent's facial area!

In the case of a nasty accident, it's crucial to jump back in the race A.S.A.P! You don't know how far back the other racers are—unless you're in last place.

At times it can be hard to find your bike after a nasty accident. In a strange circumstance, your bike could end up crossing the finish line before you do. Stay alert at all times, especially at intersections, or you could end up wearing the grill off a blue Malibu! The curves can also be treacherous. Pay close attention to the road signs.

Get your butt in gear and leave everyone else in the rear!

Too many hits on the old bike can lead to an explosion. When that happens your only option is to have it fixed by some grungy old mechanic who charges an arm and a leg. Just hope you have enough dough to cover it.

There's shortcuts to take through the city. Cars, busy intersections and annoying pedestrians litter this road and can make it quite tricky.

LORDS OF THUNDER

FACT FILE

LORDS OF THUNDER BY SEGA

THEME	SHOOTER
MEGABITS	CD-ROM
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	7
CHALLENGE	EASY

OPTIONS CHECKLIST

- Difficulty Settings ☑
- # of Lives ☐
- # of Continues ☑
- Button Configuration ☐
- Sound/BGM Test ☑
- Password ☐
- Battery Back-Up ☐

Notes: While the options are scarce, the game doesn't suffer from it.

Great Music!

This is an average shooter that could have been a lot harder. I was not "wowed" by this game. Though the graphics are very good, they're not what you'd expect from a CD-ROM. The best thing about this game is the great guitar music that plays in the background.

There are some things missing from this game. The most prevalent is the lack of difficulty. This game is too easy—I found that I could zip through it without losing a single man. Also, if there were more types of weapon power-ups available, it would have made the game more interesting.

If you're a fan of shooters and have a Sega CD, give this game a try. It has a lot going for it, even though it's not a tremendous challenge. The music is awesome and the levels are well done.

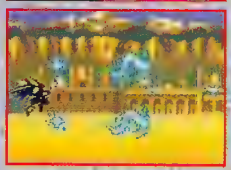
—David Ruchala

ARMOR

FIRE

Easily one of the most powerful suits of armor in the game. The Fire armor sends streams of fire outward.

WIND



The Wind armor is the next most powerful armor. It shoots bolts of lightning in a forward arc.

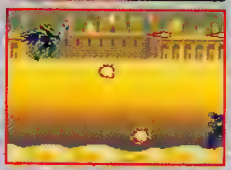
ARMOR SELECT

This is where all the decision making takes place in terms of armor selection. Highlight the form of armor you wish to use from this subscreen.

WATER

The Water armor is not as powerful as the wind or fire, but has a lot of energy projectiles firing at once.

EARTH



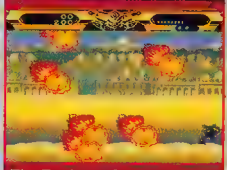
The weakest armor in the game is the Earth armor. Its projectiles fire in a downward arc and impact the ground.

Elemental Magic

WIND

The Wind magic sends bolts of lightning down upon all enemies on the screen

EARTH



The Earth magic sends flaming rocks down on your opponents to crush them

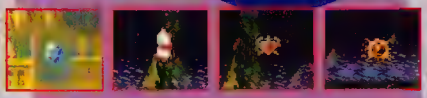
FIRE

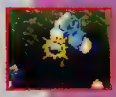
With the Fire magic, a flaming demon attacks any enemy on the screen

WATER

Water magic sends spinning stars of water that drown everything in their path

Icons



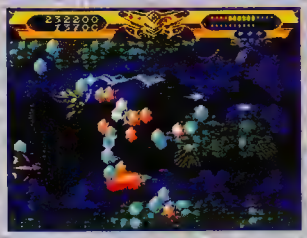


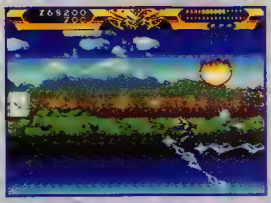
The Blue crystal gives you five crystals while the red one gives you 10. The heart restores some of your life plus the red and blue power-ups give your magical weapons more power.

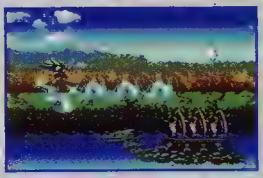
Dezant

Dezant is the first level that you should tackle. The enemies here are easy to kill and will provide you with enough crystals to get you powered-up.

Auzal

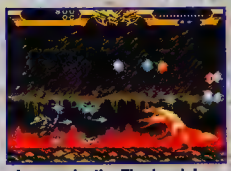




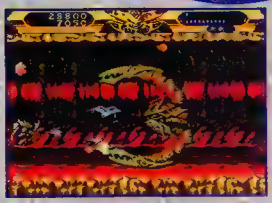


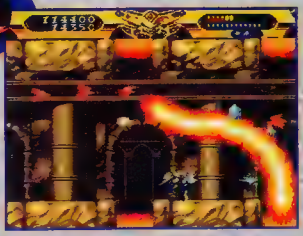
In this level, you will have the opportunity to collect the largest amount of crystals of anywhere in the game. This is your best chance to stockpile crystals for later use.

Lamarada



Lamarada, the Fire level, is very fun to play. Not only do you have to deal with numerous two-headed dragons and a very strange-looking sub-Boss, but you also have to manuver through some pillars of moving fire.





Bosque

Bosque is the Forest level. Here you have to deal with sorcerers and big, flying turkey-like things. As you progress through the level, you will encounter an area with spinning spikes.

FACT FILE

Panic Bomber by SNK

THEME	PUZZLE
MEGABITS	52
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1 OR 2
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings ☑
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☐
- Sound/BGM Test ☐
- Password ☐
- Battery Back-Up ☐

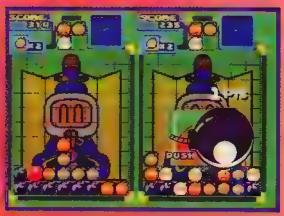
Notes: Difficulty setting available through dip switches.

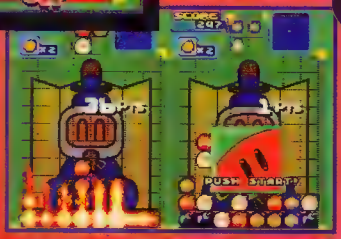
Clearing three or more at a time will give you "combos." The yellow number indicates how big the combo is.

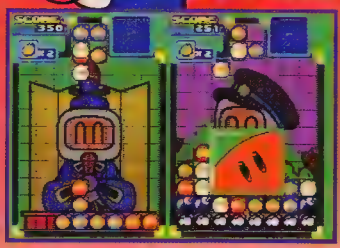
Dropping this piece directly down will cause two rows of three to clear.

When they clear, you get some tasty bombs!

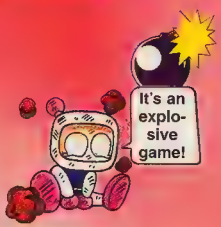
While you are clearing out the Bombermen, the Great Bomb grows. When it gets big enough, it's all yours! Use it to blow up useless Burnedmen. Bombs away!







The Cherry Bomb is extremely useful. When it explodes, all other bombs in the blast area will explode. The ensuing chain reaction will pile Burnedmen on your opponent!



Bomberman Returns!

Bomberman is back, and he's on the Neo•Geo! In this new puzzle game, you need to outlast your opponent in a war of bombs and Bombermen. Two opponents square off in a test of strategy and quick-thinking that can leave only one winner.

Rotate and drop the different-colored Bombermen heads in an attempt to match three or more in a row—horizontally, vertically or diagonally. Doing this with more than one at a time will produce "combos" and will greatly assist you while hurting your opponent. Bombs and rocks will fall periodically, as will the Great Bomb. Once you are good enough to get this monster, it'll almost certainly spell doom for your opponent.

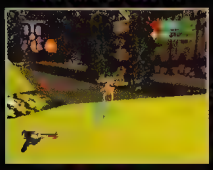
If you like games such as Tetris or Columns, you should like this. Based on the popular Japanese game Puyo Puyo, Panic Bomber will give even the best puzzle gamers a challenge!

—Jason Morgan

PO'ed

Level 1

You can jump if you don't have your jet pack on.

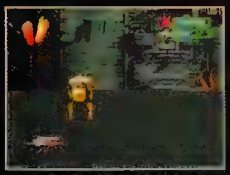


You have to be careful. Around every corner there are little enemies like these that would love to take you out. If you fall from the high spots and are not wearing your jet pack, you'll take some damage.

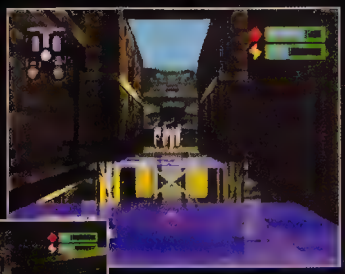
Level 2

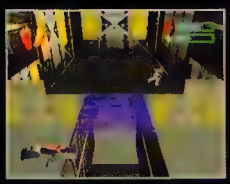
These levels mostly move upward. You will be wearing your jet packs most of the time, but if you like, you can ride the elevators up. The upper parts of this level are like a maze, and it will take a while to search all of it.

There are two different weapons in this version.



Dodge the projectiles and shoot on the move.





When you see the aliens around the corner, shoot quickly then go to the side.

FACT FILE

PO'ED

BY AMY CHANNEL

THEME	ACTION
MEGABITS	CD-ROM
% COMPLETE	60%
AVAILABLE	JUNE
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings ❑
- # of Lives ❑
- # of Continues ❑
- Button Configuration ❑
- Sound/BGM Test ❑
- Password ❑
- Battery Back-Up ❑

Notes: There are no options in this version because it is too early.

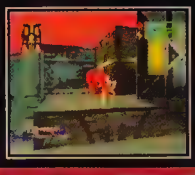
The Mission

You are part of an elite group of Marines who are on a mission on a far-off world. When the whole squad gets torn to ribbons except for you—of course—it's just you and the aliens. If you get the feeling that you have seen this game before, you have probably played Doom or another first-person action game. We will have to wait to see if they can put a fresh twist on this old idea.

—Paul Ojeda

LOOK MA, NO HANDS!

One of the cool things about this game is how you can hover with your jet pack and still have your hands free to shoot the evil aliens!



JAGUAR

DOUBLE DRAGON V
THE SHADOW FALLS

FACT FILE
Double Dragon V by Williams

THEME	FIGHTING
MEGABITS	16
% COMPLETE	100%
AVAILABLE	APRIL
# PLAYERS	1 OR 2
# LEVELS	N/A
CHALLENGE	VARIABLE

OPTIONS CHECKLIST
- Difficulty Settings ☑
- # of Lives ☑
- # of Continues ☑
- Button Configuration ☑
- Sound/BGM Test ☑
- Password ☐
- Battery Back-Up ☐

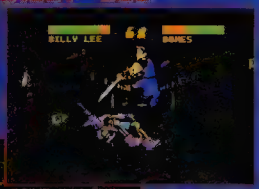
Notes: Has strength settings to better equip your character.

THE SHADOW FALLS

Billy and Jimmy Lee are back in this exciting new Double Dragon fighting game. The game has 12 unique characters to give you a great deal of variation in who you can play as. Choose to play as Sickle, Jawbreaker or even the Shadow Master himself. You have the option to play in any of 12 differeni battle sites with a location map showing you where you are in the game. Try your skill at all of the four different Fighting Modes: Tournament Battle, Quest and Battle Demo. Each character is equipped with four to six special moves and four turbo moves, giving each a powerful arsenal. When you start a fresh game, you will come across a Strength Screen. Here you can set your character's strength, defensive and special moves for optimal play. The Double Dragons are back to teach the Shadow Master and his legion of Shadow Warriors a lesson.

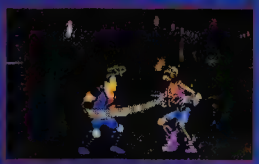
—Dave Malec

BILLY LEE



Billy Lee is the founder of the Dragon dojo and an expert in the Art of the Dragon. His extreme hatred for the Shadow Master drives his fighting ability to the limit.

Use Billy's vast array of moves like the Dragon Shock to stomp all over those who get in your way.



JIMMY LEE

Brother to Billy Lee, Jimmy has much of the same knowledge of the Dragon fighting style as his twin. His Shadow Dragon fighting style makes him an adversary to be reckoned with.

Dragon Fire and a multitude of sword combos will keep your opponent's head spinning for days.

COUNTDOWN

Countdown is a rejected cyborg from a bionics lab in Baton Rouge, LA.

He's armed to the hilt with lasers and missiles that pack a powerful punch.

SEKKA

Sekka is an accomplished martial artist, who due to injuries, has bionic parts.

Sekka's vicious attacks with her bionic claws are enough to stop anyone.

JAWBREAKER

As his name may imply, Jawbreaker has a huge jaw that is the basis of his attacks.

Use flying headbutts and brute strength to bring your enemies to their knees.

Bones uses his Sticks-and-Stones fighting style to rattle his opponents during battle.

BONES

Not only is he a formidable foe during hand-to-hand combat, but also when he starts blasting his gun.

SICKLE

The giant sickle on each of his arms gives this bitter fellow his name.

Flying attacks and razor-like spins will pass through even the toughest armor.

DOMINIQUE

Dominique enjoys taking out all of her aggressions with a nasty six-foot bullwhip.

Spiked heels and a whipping pony tail add to the arsenal of this nasty girl.

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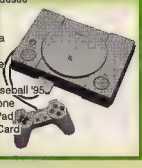

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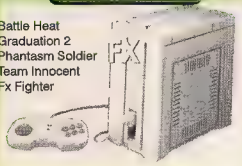

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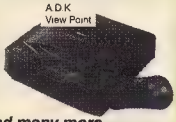

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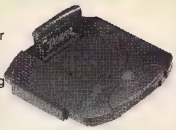

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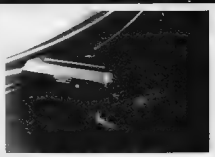

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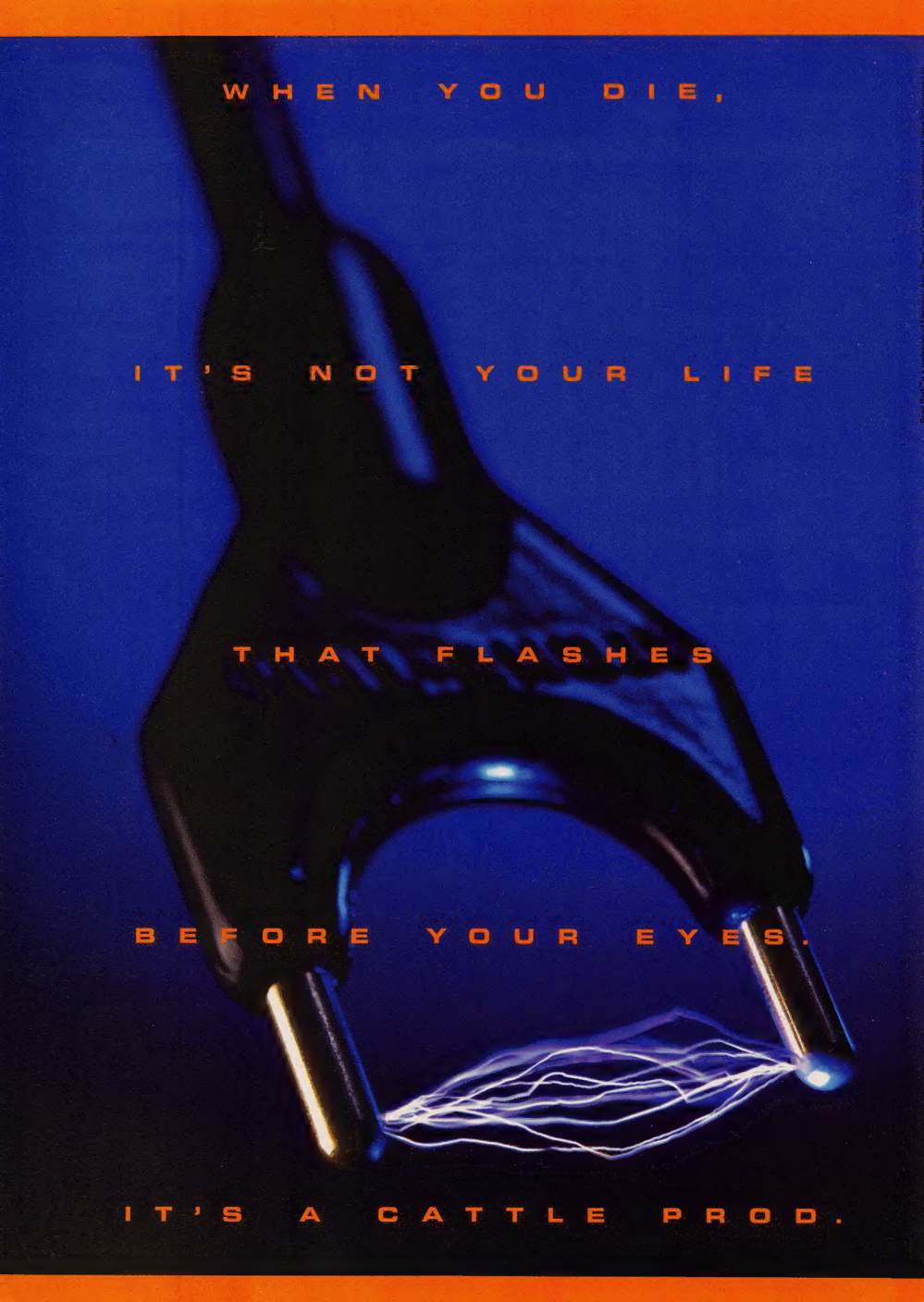
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